

KONAMI

Suikoden Tactics



BASED ON A GAME
RATED BY THE
ESRB **TEEN**
T

COVERS PLAYSTATION®2
COMPUTER ENTERTAINMENT SYSTEM

Suikoden Tactics



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Basic Tactics

Character Development

Recruiting Characters

There are nearly 60 characters you can take into battle in Suikoden Tactics. While many will join you as part of the storyline, others will need to be sought out and recruited from the far corners of the Island Nations and Kooluk empire. Some characters join automatically as part of the storyline, but to recruit others you'll need to complete certain Guild Quests or visit towns at the right time (after certain events or on a specific day of the week).



It can be expensive and time-consuming to outfit each new recruit with items and skills, so it makes sense to divide your armaments and skill points among a small but diverse group of favored characters and leave the others out of combat. But even if you intend to leave your new recruits on the bench, it's worth seeking them out; only by recruiting more and more characters will the higher ranks of skills be open to your party.



Character Death and Withdrawal

When a character is reduced to 0 HP in battle, it will either die or withdraw. A dead character is out of the game for good; he or she cannot be revived or recruited again. If you can't bear to see a character die, you'll have no choice but to retry or fail the battle and continue. While every character has some chance of withdrawing to fight another day, characters with an important role in the storyline cannot be killed and will always withdraw. In particularly tough battles, you may want to use these characters exclusively. Storyline characters are, generally speaking, any character that has a speaking role in the game's scripted event scenes.

Storyline Characters

These characters always withdraw when defeated in combat



Walter
Kyril
Andarc
Seneca
Kika
Flare
Akaghi
Mizuki
Corsetia
Simeon
Frederica
Coop
Ornela
Busk
Lino En Kuldus
Hero (of Suikoden IV)
Lalacle

Experience and Leveling Up

Characters gain experience (EXP) whenever they perform an action in combat. This includes attacking, casting spells, or using items. When attacking foes, the amount of experience gained varies based on the success of the attack (killing blows are much more valuable) and the level of the enemy. Whenever a character accumulates 1000 EXP, they go up a level and receive a boost in most of their basic stats.

- When characters go up a level, their hit points and magic points are completely refilled, and their negative status conditions are erased. If a wounded character's turn comes around and you see he or she is within a few hundred hit points of leveling up, attacking a powerful foe with your best skill or spell is often a better idea than using an item or recovery spell.
- Never waste a turn if you can avoid it. If a character can't reach an opponent to attack and has no reason to

use an item, have them use a spell to change the terrain, just so they'll get a bit of EXP out of it. Characters with special abilities like Carrie, Gary, and Cedric should use their abilities every turn, even if there aren't any characters nearby who will benefit from it.

- When you get access to the Switch command, consider switching to a low-level character whenever you have an opportunity to attack a foe who is near death. Even a low-level character can finish off a powerful foe with a rune ability or a backstab, and they could earn well over 1,000 EXP in the process.



Character Skills

Skills are character traits that are always on; for example, the ability to counterattack, improved accuracy, or a higher movement range. Characters usually begin with a few skills, but other skills can be learned and "equipped" as long as you have empty skill slots. (All characters start with three skill slots and gain three more as they go up levels). Before a skill can be equipped, you'll need to spend enough skill points to buy it at its lowest rank. You can then raise its rank by selecting it and choosing the "level up" command. Skill points are earned for completing battles or guild quests. They go into a communal pool, so a character can benefit from battles he or she didn't even participate in!



Key Character Skills

Battle Lust - When you attack a foe, you'll swing your weapon once for each rank in this skill, so leveling it up will significantly increase the amount of damage your character is capable of dealing. This powerful skill can be very expensive, especially for character who wield heavy weapons like Great Swords.

Counterattack - Whenever you're attacked with a weapon at close range, you have a chance of counterattacking. Counterattacks do less damage, but do gain your character EXP. This skill is best for frontline melee fighters.

Extra Move - This skill has only one rank; you either know it or you don't. Characters with this skill can move, then take their action for the turn, then move again if they have not yet moved their max distance for the turn. This allows quick but frail characters like Mizuki and Akaghi to run in, attack their foes, and then return to more favorable terrain or back up against a wall for improved defense.

Outfitting Your Troops

Each character comes with the only weapon they'll ever own. You can have it honed by a Blacksmith to improve its power, but you can never replace it. You can, however, equip each character with one suit of armor, one set of gloves, and up to eight usable items and accessories. Not every character can equip every accessory, and no character can equip two of the same type.

When you're outfitting an entire army, all of this gear can be expensive, so it's important to pick up freebies where you can. You can acquire items the following ways:

- Chests and Crates** - Chests and crates must be destroyed before you fulfill a battle's victory condition, or their contents may be lost forever.
- Dropped Items** - Every enemy has a chance of dropping one or more items when defeated. While many are trophies that have no apparent use, these trophies can be sold or redeemed in certain guild quests.
- Buried Treasures** - The character Rene can find buried treasure with her special Dig ability.

Magic Runes and Orbs

Each character can have special runes transcribed in up to three areas: their left hand, right hand, and head. The runes come from orbs, which can be found on the battlefield or purchased from each town's Rune Master. Whether they're found or purchased, only the Rune Master can transcribe them to a character, and only certain characters can use each orb. Many orbs are associated with a particular type of weapon, but some orbs are so specific that only one specific character in the game can benefit from their effects!

Magic Runes - These give a character access to a branch of elemental spells, and can only be equipped by staff-users. The spell selection and the spells' power are based on the characters' Magic stat and their level of the appropriate skill (Fire Magic, for example).

Skill Runes - These give characters access to a series of weapon abilities, usually special attacks that have increased range, do more damage, or have other special effects. Skill Runes are usually specific to a type of weapon and can only be used by characters who equip that weapon. Move selection and efficacy is based in part on the user's Skill stat.

Treasure hunters can switch her in during battles to hunt for loot throughout the battlefield, which is often of exceptional quality.

Stealing - The character Noah can steal items and equipment from foes in combat. See the Bestiary in the back of this book to see who is holding what.

Guild Quest Rewards - Guild Quests are a great source of cash for purchasing items, and occasionally you'll receive a prize of an item as well.

Battle Rewards - At the end of each battle, your performance is ranked and awarded a letter score. Scores of A through C receive medals which can be sold for money; a score of Rank S (the highest) will earn special armaments or accessories.



Mount Runes - These give characters access to special attacks that can only be used while on a specific mount, such as a Kangacorn or Giant Owl.

Other Runes - Other runes may raise a character's stats or give them a special trait such as an increased chance of scoring critical hits. These runes are always "on" and cannot be selected in combat.





Character Death and Withdrawal

Many characters have preexisting relationships with other characters, and if you foster these relationships the characters will help each other out and may even learn special moves together. When two characters have the opportunity to build Good Will, the "talk" icon will appear above the head of potential partners within their movement range. When two characters converse, their good will increases permanently, and they'll be more likely to perform Support Actions. Support Actions include:



Protect – when a character is attacked, a friend may throw him or herself in front of the attack. This character will take damage, but only half of what the attack would otherwise have done.

Assist – when a character attacks, friendly characters who are within attacking range of the same enemy may attack the same target without using their turn

Characters can only form good will with their existing friends and family members. A character's Good Will partners are often the characters who joined your party at the same time they did, or characters who they have a storyline connection with (for example, they're both pirates or Knights of Razril). For a full list of each character's potential friends, see the Characters section in this book.

Cooperative Attacks

After reaching a certain level of Good Will, exceptionally close characters may learn a Cooperative Attack. These attacks require the participating characters to stand in very specific formations before they can be used, but the attacks are so powerful that it's usually worth the trouble. You can examine the conditions necessary to use Cooperative Attacks by pressing the square button on your Cooperative Attack list in battle or in the Caravan. Some Cooperative Attacks require the participation of up to four different characters!



Loading Suikoden IV Save Data

While Suikoden Tactics offers a satisfying quest to new fans of the series, it offers a small bonus to those who mastered its storyline predecessor, Suikoden IV.

When you start a new game in Suikoden Tactics, you're given the option to load your saved data from Suikoden IV. By doing so, you can participate in a special series of events that allow you to recruit the hero of Suikoden IV and the character Snowe. However, these events are only available if you load saved data in which you've acquired all 108 Suikoden IV characters. The bonus events takes place in Chapter 12 or any time after.



Basic Tactics

Combat Strategy

Unit Orientation in Combat

One of the key factors in combat is character orientation. When battling foes head-to-head, you stand a good chance of missing, having your attacks parried or blocked, or being counterattacked. When attacking a foe from behind, your attacks do more damage, almost always hit, and can rarely be blocked, dodged, or countered. So whenever possible, you should hit your foes in the back, or in the side (which offers a lesser bonus) when their back isn't exposed. Characters with high mobility

(indicated by the Move stat, and improved by the Godspeed skill) are ideal for getting behind your foes.

Unfortunately for you, all of your enemies know this trick too. Always leave your characters facing their foes and, when possible, have their backs to a wall, object, or one of your allies. In tough battles, a good strategy is keeping your characters in tight formations with no spaces between them, so no backs are ever exposed.

From Front

254	HP	232
36	Damage	63
80%	Hit	34%
80%	Counter	Add Efx

From Side

254	HP	232
36	Damage	78
80%	Hit	59%
55%	Counter	Add Efx

From Back

254	HP	232
36	Damage	96
80%	Hit	84%
90%	Counter	Add Efx



Exploiting the Elements

The five elements in Suikoden Tactics play a significant role in combat strategy. Each character has an elemental type, and when a character stands on its chosen type of terrain it gains a significant offensive and defensive boost and will regenerate health at the end of every turn. Each element also has an opposing element where the effects are reversed. For example, a Fire-type character receives serious combat penalties and loses health every turn while standing on Water-type terrain. (See the "Harsh Terrain" chart on the next page for reference.)

Characters can cast element-shift spells from certain runes or use Force Beads to turn an area into one specific element. This can be used defensively, changing the terrain under your characters

to give them a boost and heal some life, or offensively, changing the terrain under an enemy to sap health and set them up for attacks from your characters. A clever strategist will accomplish both—using characters of the type a foe is weak to, and then shifting the terrain to both help themselves and hurt their foes.

A character's element does not give it

any particular traits or protection from attacks of that element. A Fire-type Flaming Arrows spell will do just as much damage to a Fire-type foe as it will to a Wind-type foe. The only problem is that all spells shift the terrain of their area of effect to their elemental type, so unless the spell kills on impact, the target will end up on terrain that empowers it and restores its health.



Harsh Elements

When a character stands on the wrong type of terrain, he or she will suffer stat penalties and lose life each turn. These "-affinity" elements are shown below.



Fun with Elementals

Elementals are glowing balls of energy that do nothing but wander the battlefield, spreading their chosen element like a trail of bread crumbs. While they're technically enemies (and must be destroyed when "Defeat all enemy units" is a victory condition), they pose no direct threat to your party. When the element they spread is one shared by many of your party members, they can be valuable allies in combat. Elementals are also an asset to treasure hunters. Since they don't attack, you can leave one alive as the last enemy on the field and then open chests and dig for treasure for as long as you want.



Special Character Abilities

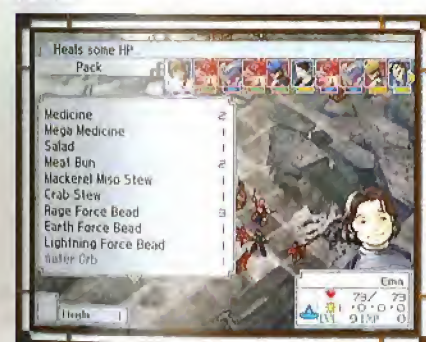
Not all of the characters you recruit are warriors. Some have no weapon but can participate in combat with special abilities that heal others, boost stats, or help you acquire items.

Generally, you should begin combat with stat-boosting characters like Gary and Cedric, and switch them out after a few uses. Healers like Carrie, Yu, and Ema should start on your bench so you can switch them in when needed. Non-combatants can only gain experience by using their abilities (or items), so when they're on the field use their abilities every turn!

Backup (Gary) – Increases Physical and Magical Defense and Accuracy of nearby party members.



Pack (Ema) – Allows Ema to use items from your Caravan.



First Aid (Carrie) – Restores some health to all nearby party members.



Heal (Yu) – Completely restores health and cures negative status conditions of one ally.



Vision (Cedric) – This ability boosts the evasion of all party members in the area.



Dig (Repe) – Searches area for buried-treasure.



Steal (Noah) – Takes held items from enemies. More likely to succeed when used from behind.



Battle Rankings

At the end of each battle, your performance is ranked by the computer and awarded a letter grade of C, B, A, or S (the best). The former grades earn you medals—Bronze, Silver and Gold respectively, while an S Rank earns you an exclusive item. (However, only one S-Rank item can be won on each battlefield.) You can see a list of these items in the Item Appendix of this book. Rankings are based on five factors:

Turn Count – The quicker you end a fight, the higher your ranking will be. Those seeking a high ranking can't afford to let the battle linger while they search for treasure.

Damage Received – The total amount of damage received by your allies throughout the fight (obviously, the lower the better). Area effect spells can cause real trouble in this stat, so target spellcasters first and keep your party staggered when facing enemies with area-effect attacks.

Average Damage Dealt – This stat is based not on total damage dealt, but on the average amount of damage you dealt to foes with attacks and spells. Raise this through clever use of elemental terrain and backstabs.

Elemental Terrain – Every time a character's turn ends with that character standing on his or her elemental terrain of choice, you get a point in this category. Use element-themed parties and lots of Force Beads to up this rank.

Experience Earned – This stat counterbalances all the others. You may think that fighting easy battles with an exceptionally high-level party will guarantee an S Rank, but you'll earn very little character experience in that situation. Boost this by including some low-level characters in your party, but make sure to pick ones who can do heavy damage through spells and Cooperative Attacks so they won't drag down your Average Damage score.



Riding into Battle

As the game progresses, you'll have the opportunity to recruit Kangacorns and Giant Owls, well-trained beasts that can be mounted and ridden into battle. Only certain characters can ride, but for those who have the ability, hopping on and off mounts is a simple matter. To do so, simply select Mount or Dismount at the beginning of combat or during the characters' turn. Once an animal has been dismounted, any other character can mount it on their turn.

The primary reason to ride is the boost in mobility; a Kangacorn allows its rider to move 3 additional squares each combat (although it reduces their Jump score to 1). Giant Owls not only increase the mobility, they allow you to fly over terrain of any

height! Riding an owl also adds one square to the range of standard bow attacks.

Mounts also have an effect on your combat abilities, as you can see in the chart. While they may provide an attack boost, it is worth noting that skills like Battle Lust do not apply while mounted; you can only attack once. Also, most runes cannot be used when mounted, although there are both Kangacorn and Giant Owl Orbs that give frequent riders access to special abilities when mounted. Normal Cooperative Attacks can't be used, but there are special Cooperative Attacks for any three Kangacorn riders or any three Giant Owl riders.

If the penalties of being mounted become an issue, remember that you can

always ride to your destination and then dismount before attacking.

Kangacorn

Strength +50%
Evasion - 30%
Speed +10%

Kangacorn (Armored)

Strength +50%
Evasion - 30%
Physical Defense +30%

Red or Blue Giant Owl

Strength +30%
Evasion +30%
Speed +30%
Physical Defense -30%

Giant Owl (Armored)

Strength +30%
Evasion +30%
Physical Defense -10%



Chapter 1

Long Ago in Razril

Furball Patrol

Your first battle couldn't be simpler. The victory condition is to defeat only a single Furball, and your two characters are more than a match for them. Take this opportunity to pick up a few basic tactics, some of which may not be obvious to even seasoned strategists.

When choosing a movement destination for your character, you'll see icons appear over the heads of your enemies. The sword or crossed swords means you've moved within range of that enemy's movement range, so that they'll be able to reach and attack you during their next turn. (The crossed swords mean they can only reach

you from the front, so you'll be able to defend yourself and possibly counterattack, while a normal sword means they'll be able to hit you from a direction from which you can't defend yourself.) Since there's no point giving your foes the first shot, move

only a square or two so that on their turns they won't be quite able to reach you. On your next turn, you can then circle around and hit them in the back. Team up on a single foe, since you only need to beat one of them to complete this battle.



MAP BACK STREETS OF RAZRIL



A Party of Heroes

Snowe and the Local Boy will have their day to shine, but they can't compete with Walter's team. These four new arrivals are both stronger and tougher than the boys, and the Furballs have little chance of bringing them down. Snowe and the Local Boy, on the other hand, should be kept away from the front lines where they might be surrounded by the Furballs and eliminated quickly. If they do get seriously wounded, they'll announce it with a red cross icon. Any character on the field should have a dose of Medicine that will fix them right up.



An Elemental in the Mix

About half of the Furballs are wind-types (these ones are marked on the map with a green border). Since the only wind-types on your team are Seneca and the "Local Boy," it seems likely that the Wind Elemental here will help your foes more than you. Destroy it if the opportunity arises, but since it is incapable of directly harming you, it should not be a high-priority target. Always try to end Seneca and the Local Boy's turns on a patch of wind element for stat boosts and a bit of healing.



Use the Newcomers' Runes

New arrivals Kyril and Andarc have some impressive rune attacks in addition to their normal weapon skills. Andarc has a long range Thunder Runner spell that can kill a single Furball and slightly damage others near it. He only has the energy to use it once, but you might as well do it early to cull the enemy forces. Kyril has three rune attacks, one that can hit a foe two squares away, one that damages every character in a circle around him, and a third that deals triple damage to a single unlucky enemy.



Chapter 2

A Chance Encounter at Sea

On the Trail in Middleport

While the adventures of Snowe and the Local Boy continue in Suikoden IV, our story has found its heroes in Walter's group. If you're unclear what to do upon your arrival in Middleport, you can choose Rest to spark an inter-party conversation, or simply head into town and listen to the gossip. The



Middleport Merchant will point you in the right direction, and a series of events will follow. Make sure you do your shopping, learn new skills and save your game before you choose the "Depart" option, because there are choppy seas ahead.

Learning New Skills

This chapter starts with a trip to your party's Caravan. Here you can save your game (System Menu), jigger your party's equipment, and upgrade each character's skills. Kyril has all the skills he can learn at this point, and Walter's in good shape himself, so devote your skill points entirely to improving Andarc and Seneca. The Lightning Magic skill is a must for Andarc, and

you may want to give him a bit of protection with the Guard skill as well. Seneca could use an upgrade on both her skills (at the moment, the maximum level is Rank D). Battle Lust may be expensive, but it's definitely worth it. Bull's Eye is a good choice for her third skill slot.





Shopping in Middleport

Money in Middleport is best spent honing the weapons of Kyril and Seneca (Andarc too, if you can afford it). Anything left over should go to armor upgrades, or purchasing a Rage Sword Orb for Kyril (600 Potch) and having the Rune Master attach it to his empty right hand slot (an additional 200 Potch). The Rage Sword Orb will allow Kyril to cast Flame Force and set up advantageous elemental terrain for himself, or damage and weaken wind-type foes. If you're looking for a simpler defensive boost,

you can buy Leather Armor for Kyril and Seneca at 600 Potch per set.



NOTES

MIDDLEPORT BAY BATTLE

Brothers in Flame

You have been given several allies in this fight. The three pirates fight nobly, but they're out of your control. However, Hervey is yours to command as you see fit, and since he and Kyril both share the fire element, you'll find them to be a powerful



team. While you're free to change your characters' starting order, their starting positions are ideal for an aggressive opening turn. Hervey can go first and use his rune or a Flame Force Bead to lay down some fire terrain beneath his feet and on the bridge between ships. The fire will protect him as the enemies rush to attack, and Kyril can take advantage of it to deal heavy damage when he arrives on the scene.

The Birth of a Cohort

While Andarc and Seneca are unlikely to reach the front lines on their first turns, they won't lack for targets; the two crates on your ship contain random items (of low value) and will give them up to anyone who hits them. However, their time is better spent in conversation, because after one of them uses the Talk command to target

the other, they'll learn your team's first Cooperative Attack. On the next turn you can position them side-by-side to unleash a massive wave of energy that can destroy any foe within a large area. This is a very powerful attack, and it can easily take out two or three enemies at once here.



Shops in Middleport

Outfitter

BODY	Tunic	300
	Robe	500
	Leather Armor	600
HAND	Leather Gloves	350
	Medicine	20
	Mega Medicine	150
OTHER	Cough Drop	50
	Needle	50
	Antitoxin	50
BARGAIN	Flame Force Bead	50
	Water Force Bead	50
	Lightning Force Bead	50
	Wind Force Bead	50
	Earth Force Bead	50
	Guard Robe (40%)	900

Blacksmith

Hone to Level 2	300
-----------------	-----

Rune Master

Fire Orb	500
Water Orb	500
Lightning Orb	500
Wind Orb	500
Earth Orb	500
Rage Sword Orb	600
Flowing Sword Orb	600
Thunder Sword Orb	600
Cyclone Sword Orb	600
M. Earth Sword Orb	600
Eagle Orb	1000
Hawk Orb	1000



Victory Condition
Defeat Sigurd.

Defeat Condition
Lose all friendly units.

Map Key

- Starting positions for party characters
- Enemy starting position (border color indicates element)
- NPC ally starting position

Taking the Fight to Sigurd

Sigurd is quite a bit tougher than his henchmen, but he's content to hang back while you battle his minions and simply create water terrain for himself. Standing on water can weaken and damage Kyril or Hervey, so use runes or beads to transform the terrain around him to fire. If Andarc is within range, he can blast him with his Thunder Runner spell. That will both damage him and create lightning terrain, which is Sigurd's own elemental weakness.

Your best anti-boss move is Kyril's Flying Swallow Slash, which is guaranteed

to hit for heavy damage. You only have the energy to use it once, so if you're low on EXP save it for Sigurd. If Kyril about to level up (say, he has at least 600 EXP) then you can afford to use it to slay one of Sigurd's crewmen first. That should put you up a level, restoring your magical energy and allowing you to use it again.

Defeating Sigurd will end this battle, so if you're after the contents of the two chests you'll need to send someone to open them first. However, the cheap items they contain are hardly worth the trouble.

ENEMY UNITS

Pirate (Spear) Lv. 2	~26
Pirate (Axe) Lv. 2	~26
Pirate (Bow) Lv. 3	~29
Red Mercenary Lv. 3	~36
Blue Mercenary Lv. 3	~36
Sigurd Lv. 4	43

ALLY UNITS

Drunken Pirate Lv. 3	~35
Rowdy Pirate Lv. 3	~35
Jolly Pirate Lv. 3	~35

TREASURES

Crates - Random Contents	
Chest #1 - Mega Medicine x 3	
Chest #2 - Wind Force Bead x 2	



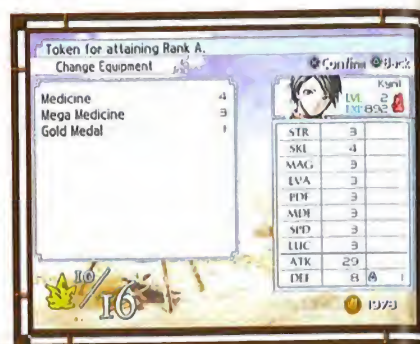
Chapter 3

The Final Showdown with Steele

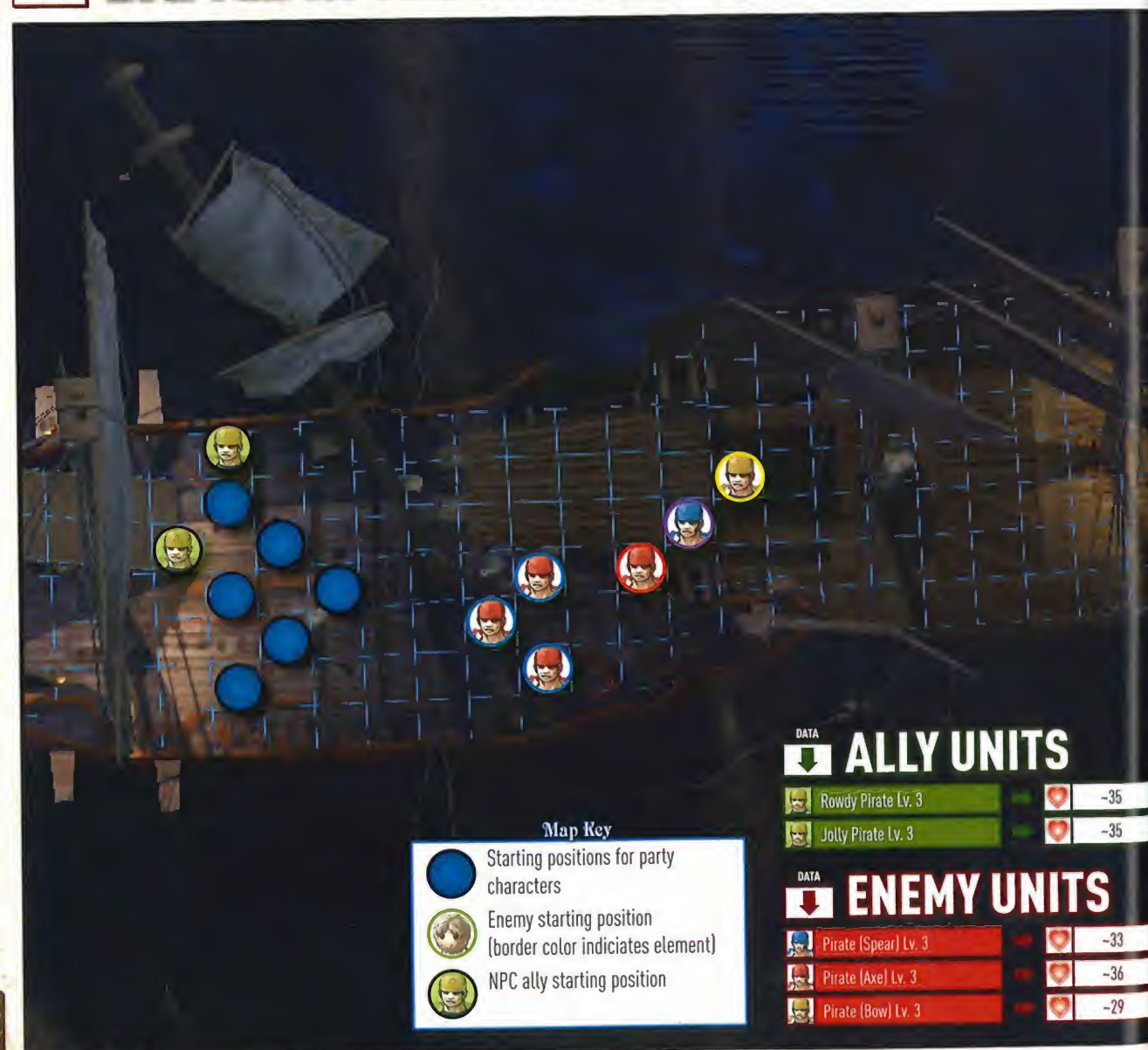
Gearing Up for Your Next Battle

There isn't much to do in the Nest of Pirates at this point. When you enter the nest, a series of events will begin that culminate in a pair of battles, so save your game before you go! You should also equip any new items you've acquired, including whatever medal you won for your perfor-

mance in the last battle. Medals are worth 1 point of Defense and raise the Max HP of the characters who wear them by 5, 10, or 15, for Gold, Silver, and Bronze respectively. (So the worse you did, the bigger the boost you'll get!)



MAP BATTLE IN THE NIGHT SEA



NOTES



THE NIGHT SEA - Part I

The goal of the first battle is simply to end any turn with a character standing on one of the glowing orange squares near the Rune Cannon. Defeating the enemies will help clear a path, but isn't strictly necessary.

Edgar and Brandeau will do most of the heavy lifting, as they're both strong enough to slay a minion in a single attack if they attack from the right angle. Look for the blue halo that means an opportunity for a kill, and battle aggressively without worrying about defense; Walter is the only character whose death would matter here. Besides, Brandeau and Edgar are quite good

at taking care of each other. If you can keep the two within a square of each other, they should use the Protect Support action often, which reduces the damage enemies deal by one-half.



Victory Condition (1st)
Get a friendly unit next to the Rune Cannon.

Defeat Condition (1st)
Withdraw with Walter.

When you see an opportunity to step near the cannon, take it. There's no point clearing the field of enemies first, unless your intention is to earn some easy EXP for Kyril and Adarc.



NOTES



THE NIGHT SEA - Part II

Protecting Kyril and Peck

Kyril is too traumatized to act for the duration of this battle, so he's incapable of doing anything to protect himself. Peck isn't quite as shell shocked, but he's still a liability. Since you'll lose this fight if either of the two fall, you'll have to bring the battle to your foes and away from the youngsters. Have Edgar and Brandeau rush forward to engage the foes near their starting points. They'll be swarmed, and you may need to use some Medicine to keep them alive as the battle wears on, but their distraction will protect Kyril and Peck from the enemies in the fore of the ship.

Unfortunately, there's still the stern to worry about. Keep at least one ally back to protect Kyril at all times, since a new

enemy will appear near him later in the fight. Andarc is the ideal choice to stay on guard duty.

A Choice of Win Conditions

Steele is armed with the Rune of Punishment and plenty of hit points. While beating him is certainly possible, the alternate win condition of killing everyone else is much easier to achieve. That everyone else includes a Fishman who appears at the opposite end of the ship to threaten Kyril, but Andarc can handle the water-type creature with his Thunder Runner spell. To kill it in one hit, first use Thunder Force to put Andarc on his chosen terrain.



Victory Condition (2nd)
Defeat Steele or all other enemy units.

Defeat Condition (2nd)
Withdraw with Kyril or Peck.



Chapter 4 Three Years Later

Shopping in Middleport

The years have not been kind to Kyril, and you'll find him weaker now than he was in his youth. His skills have dropped to E Rank, and he has lost all but the first level of his Swallow Rune attacks. On the up side, you can finally fill that third skill slot with a skill of your choice (Battle Lust is a good one). Before you move on from the caravan, spend some skill points to strengthen him as much as you can. You can also purchase basic items at Razril's Outfitter, and if Kyril does not yet have the

best gear available, you should do a bit of shopping before you visit Razril's Back Streets.

Chance of a counterattack against an enemy's attack. Learn Skill			
Skill List	LVL	SP Req	Equip
Counterattack	E	200	
Parry	E	300	
Battle Lust	E	500	
Dodge	E	150	
Critical Hit	E	150	
Hidden Power	E	100	
Extra Move	E	440	
Godspeed	E	660	
Jump	E	550	

NOTES



BACK STREETS OF RAZRIL

An Army of Furballs

You have only two characters in this fight, but don't panic if they're both very low-level. While you can heal wounds with medicine, wounded characters are often better served by simply attacking, since even a non-killing blow will often earn you enough experience to level-up and refill your health. Use your rune attacks aggressively as well, since you'll be able to use them again whenever you gain a level.

one of your characters. You'll need to defeat these elementals eventually, but save them for the end so your characters can benefit from their terrains of choice. This battle will be a bit longer than it initially seems, since a second wave of Furballs will appear when you defeat the first batch. These reinforcements are one level higher than their predecessors, so you'll need all the help that you can get!



Comrades at Arms

Once you've slain a furball or two, have Andarc or Kyril use the talk command to build some good will. While these two don't have a Cooperative Attack like Andarc

Shops in Razril

Outfitter

BODY	Tunic	300
	Robe	500
HAND	Leather Armor	600
	Mittens	300
OTHER	Leather Gloves	350
	Medicine	20
BARGAIN	Mega Medicine	150
	Cough Drop	50
	Needle	50
	Antitoxin	50
	Knight's Lunch	300
	Special Lunch	500
	Flame Force Bead	50
	Water Force Bead	50
	Lightning Force Bead	50
	Wind Force Bead	50
	Earth Force Bead	50
	Deluxe Omelet	1000
	Rage Force Bead (80%)	200
	Fur Cape (50%)	1200
	Thunder God's Garb (50%)	1200

Rune Master

Fire Orb	500
Water Orb	500
Lightning Orb	500
Wind Orb	500
Earth Orb	500
Rage Sword Orb	600
Flowing Sword Orb	600
Thunder Sword Orb	600
Cyclone Sword Orb	600
M. Earth Sword Orb	600
Viper Orb	1000



ENEMY UNITS

Furball Lv. 6	-50
Furball Lv. 7	-56
Fire Elemental Lv. 6	-60
Lightning Elemental Lv. 6	-60

TREASURES

Chest - Guard Robe

does with Seneca, their bonding efforts will lead to the two protecting each other and assisting in attacks as long as they're near each other. The death or near-death of either character will often give the other an adrenaline boost as well.

Mopping Up

Once the furballs are slain, turn your attention to the elementals. But do take a moment to open the chest and earn a Guard Robe for Andarc. There's no need to go the long way around and take the stairs; you can blast it open with a Rune Attack from a more convenient spot.



Chapter 5 What Lies Beneath the Surface

Return to Middleport

Your quest will next take you back to Middleport, where an acquaintance named Lalacle is waiting with a small cash reward and a lead on the Rune Cannons. That lead points to the Secret Underground Path, which you can now select in Middleport's main menu. This chapter's battle is waiting down there, so you may want to visit your caravan and the Quest Guild first.



The Quest Guild is Open

Lalacle has opened a Quest Guild, and here you'll be able to select from the game's first five guild quests. If you visit with only Kyril, Andarc, and Seneca in your party, you'll see most of them are grayed out. That's because they're Dispatch Quests, quests that you can delegate to a non-storyline party member. Since these three characters can't be removed from your party, you have no eligible candidates. That leaves only "Game On!" a quest in which Kyril must go head-to-head versus young



New Guild Quests in Middleport

In Rita's game, you're given five turns to shift more of the terrain to Kyril's Fire type than Rita's Lightning type. You'll lose if you hurt Rita, and the elementals here (two of each type) are basically indestructible. The only way to compete is using Flame Force Beads, so add five to your inventory before you begin. If you're



Rita at a game she created. If you can beat her, she'll join your party, and can then be used in combat or sent off on Dispatch Quests. However, she'll be too weak to succeed at any of them until you level her up.



Game On!

Rank	E
Fee	100
Reward (Poth)	1500
Reward (SP)	1000
Deadline	None

Description

Play Rita's new game with her.
(Find her in the Razril Gossip menu.)

lucky, you may find a Rage Force Bead (which affects a wider area) for sale in the Bargain section of the Razril Outfitter. When you're ready to play, sail back to Razril and select Rita's name from the Gossip menu.

Rita is content merely using her beads to change neutral space into Lightning. The way to get the advantage is by using yours to change her Lightning into Fire. If you can change four of five squares of Lightning into Fire each turn, you'll win easily. Rita joining your party may be the big prize here, but don't forget to Report your victory to Lalacle to earn the cash and skill points! You can use them to get Rita into fighting shape.

Rita
Joins at Level 1

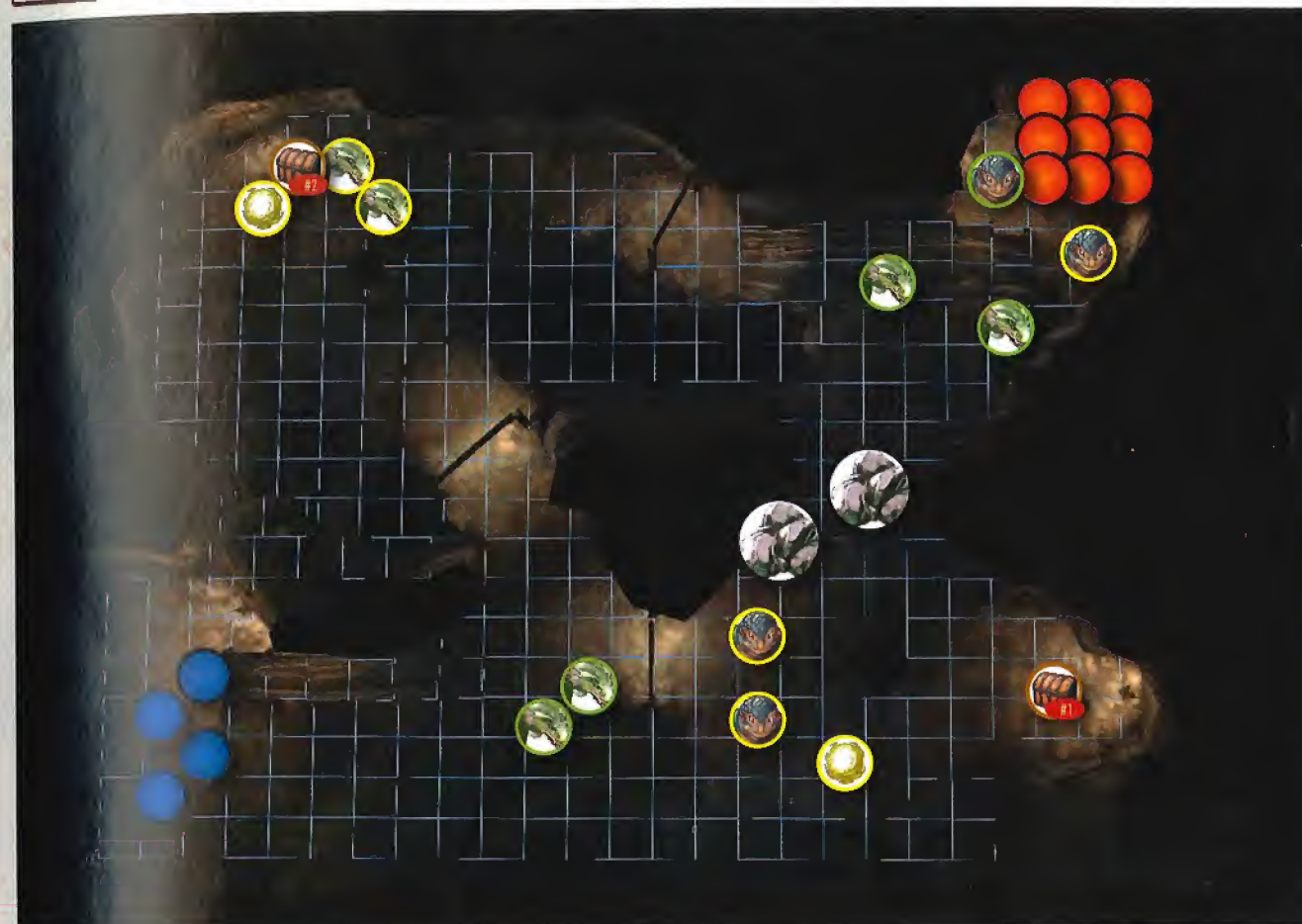
Lovely Hammer
Weapon Level 1
Weapon Power 16

19 / 19 1 • 0 • 0 • 0

Skills		Runes	
ATK	18	STR	2
DEF	5	SKILL	2
MOVE	5	MAG	3
JUMP	2	EVA	2
		PDF	3
		MDF	2
		SPEED	2
		LUCK	3

MAP

SECRET UNDERGROUND PASSAGE



Form a Defensive Position

If you charge onto the bridge near your starting point, you'll form a bottleneck on the bridge that limits the mobility of your remaining characters. Instead, hang back at your side of the bridge and let your foes come to you, where they'll be surrounded.



Getting Rita into Fighting Shape

If you've added Rita to your party, you may find it difficult to keep her alive against

such difficult foes. Make sure she's equipped with all your extra medals for an HP boost, then position your characters to make a barrier between her and the first four Evil Bats (two will arrive from the bridge, and two will fly over a barrier from the north). If you get an opportunity for Rita to contribute a killing blow to a weak enemy, by all means take it. But the safest way to level her up is to clear out the Evil Bats and then put her to work slaying the defenseless Earth Elementals.



Victory Condition

Arrive at friendly units' destination.

Defeat Condition

Lose all friendly units.

ENEMY UNITS

Evil Bat Lv. 4/Lv. 5	→	~40/-47
Ogre Frog Lv. 5/Lv. 6	→	~55/-60
Earth Elemental Lv. 3/Lv. 4	→	~36/-44

TREASURES

Chest #1 - Leather Armor
Chest #2 - Water Orb

Map Key

- Starting positions for party characters
- Enemy starting position (border color indicates element)
- Heroes' destination



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High-Risk Treasure Hunting

The two chests here don't seem too tough to reach, but treasure-hunting forays could backfire in many ways. Approaching either chest will generate a new wave of enemies, and while you can't avoid the enemies entirely, you can make sure no one is trapped by it by keeping your forces together and slaying the newcomers before they can act. Another potential problem is the wall of boulders that separate Chest #2 from the Ogre Frogs near the destination point to the north. The ogres can smash through the rocks with just two hits each, and will attempt to do so if anyone goes for the treasure.



The Dying Wish Coop. Attack

Early in this battle, Seneca can converse with Kyril, and later either of them can speak with Andarc. After that, the three characters will learn the Dying Wish Cooperative Attack, a deadly area-effect blast that requires all three of them to be in very specific positions in relation to each other. The enemies near your destination tend to stay put until you get close, so your best chance to use it is by approaching the final area in formation.

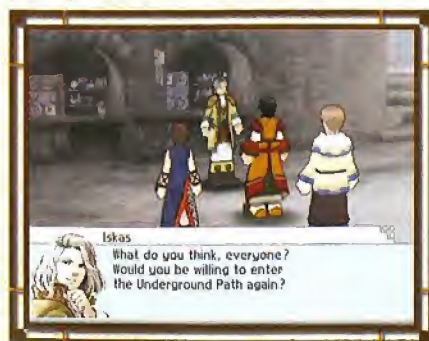


Chapter 6

Evil Eye

A Brief Respite

After emerging from the passage, you have a brief window of opportunity to save and shop before you head right back into the passage with Iskas and his men.



Let Your Foes Come to You

Back in the passage, Yohn will discover a secret room that is infested with bats and undead creatures. As in the last battle, you begin at the foot of a bridge, and the best place to make your stand is on your side of it, at the rim of the cavern to the north or south. Stay grouped together so you can't be surrounded and so you can use your Co-Op attacks when you have an opportunity to hit two foes at once. If you battle from the bridge, the bats will be able to hover over the cavern and strike you from mid-air, leaving your allies no opportunity to get

behind them.

The Skeletons on the other side of the bridge won't engage you until you cross over to their side of the map, so don't bring them into the fight before you have to.



UNDERGROUND PASSAGE / SECRET ROOM



Victory Condition
Defeat all enemy units.

Defeat Condition
Lose all friendly units.

Exploiting Elemental Terrain

The Fire Elemental running around here may boost certain enemies' strength, but it also boosts Kyril's, so you shouldn't be in any hurry to destroy it. As you engage the skeletons on the other side of the bridge, plant Kyril in some flame and have someone else use Lightning Terrain or a bead to make a patch of Lightning for Andarc and Rita. You can't avoid your enemies' arrows, but the constant healing energy will ease the pain.



More Than You Bargained For

As the battle winds down, you may be tempted to raid this map's treasure chests. But don't send a weakened character, as each chest will summon a high-level skeleton when opened. Since your objective is to defeat all enemies, you'll have no choice but to add any new arrivals to the list. The Salads in the north chest are probably worth it, but weakened parties won't want to tempt fate to grab a couple of beads from the lower chest.



ENEMY UNITS

Evil Bat Lv. 6	→	HP -54
Skeleton (Sword) Lv. 5/Lv. 6	→	HP -50/-56
Skeleton (Sword) Lv. 8	→	HP -76
Skeleton (Bow) Lv. 5/Lv. 6	→	HP -46/-52
Skeleton (Bow) Lv. 8	→	HP -70
Fire Elemental Lv. 7	→	HP -65

TREASURES

Chest #1 - Flame Force Bead x 3
Chest #2 - Salad x 5

Map Key

- Starting positions for party characters
- Enemy starting position (border color indicates element)

SUIKODEN TACTICS

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CHAPTER 6

EVIL EYE

SUIKODEN TACTICS

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Chapter 7 The Nest of Pirates

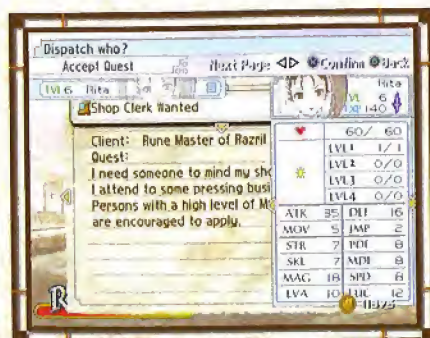
Dario's Advice

When you return to the Underground Passage, you'll find no sign of Iskas and his men. But you will encounter Dario on the surface, and he will suggest you follow him back to the Nest of Pirates to speak to the lovely Lady Kika. Save your game and then select Depart to begin your four-day journey.



A Good Time for Guild Quests

This chapter will take you on a long sea journey that ends in a battle with three new characters. There's a place for Rita, but she won't be necessary. Instead, consider sending her on a guild quest if you've leveled her up enough to have a chance at success. If she's still lagging behind the other characters, the money and skill points she could earn will do the group more good than she would do on the battlefield. "The Missing Daughter" is the easiest, and since Rita's best stat is magic, the "Shop Clerk Wanted" quest may be within reach too.



The First Batch of Dispatch Quests

If you attempt a quest and fail, all you lose is the small fee you paid to Lalacle, so it doesn't hurt to try some of the harder ones. Failed quests usually return to the list within 10-20 days.

Pirate Hunt (Part 1)

Rank	E
Fee	200
Reward (Potch)	1500
Reward (SP)	200
Term	10 days

Description

Teach the pirates plaguing the waters near Nay Island a lesson. (Only a character with a STR of 10 or higher can complete this quest.)

Shop Clerk Wanted

Rank	E
Fee	200
Reward (Potch)	1200
Reward (SP)	500
Term	5 days

Description

Send someone to mind the shop. (Only a character with a MAG of 12 or higher can complete this quest.)

My Cat is Missing

Rank	E
Fee	100
Reward (Potch)	1000
Reward (SP)	300
Term	5 days

Description

Go find the cat. (Only a character with SPEED and EVA stats at 10 or higher can complete this quest.)

The Missing Daughter

Rank	E
Fee	100
Reward (Potch)	1000
Reward (SP)	250
Term	5 days

Description

Find the missing girl. (Only a character with a STR of 5 or higher can complete this quest.)

NOTES



NEST OF PIRATES

Protecting Kika and Nalleo

You begin this mission as a force divided, with Kyril's group on one end of the map, Kika and Nalleo on the other, and an enemy force in between. The defeat condition is the loss of Kika or Nalleo, so defending them must be your first priority. To do so, enlist the aid of an unlikely ally: The nearby

Wind Elemental. Have Kika and Nalleo fall back to the trail of wind element terrain it leaves, where they'll both enjoy superior defense and constant HP recovery as they battle the foes on their end on the map. If your foes use their runes to change the elements, Nalleo can change it right back.



Victory Condition
Defeat all enemy units.

Defeat Condition
Withdraw with Kika or Nalleo.

ENEMY UNITS

Pat. Spearman Lv. 7	~65
Pat. Swordsman Lv. 7/Lv. 8	~67-74
Pat. Bowman Lv. 7	~62
Pat. Staff-user Lv. 7	~52
Water Elemental Lv. 6	~54
Wind Elemental Lv. 6	~54
Roget Lv. 9	76

TREASURES

Chest - Iron Mail

Map Key

- Starting positions for party characters
- Enemy starting position (border color indicates element)

With elemental superiority, the mighty Lady Kika will be nearly invulnerable. Nalleo, on the other hand, will still require protection. Keep him behind Kika and focus your attacks on whoever represents the greatest threat to him. Kika can stray from the Wind terrain to finish off a foe, but Nalleo doesn't dare.

Unfortunately, there's still the stern to worry about. Keep at least one ally back to protect Kyril at all times, since a new enemy will appear near him later in the fight. Andarc is the ideal choice to stay on guard duty.





The War on the Other Front

With Dario added to your group and the mighty Roget content to hang back and wait for you to approach, your heroes shouldn't have too tough of a fight at their end of the map. Since Kika and Nalleo can handle themselves, there is no need to rush to their defense. You can afford to move slowly and set up Cooperative Attack ambushes for your foes.



Roget's Reinforcements

Only send strong characters to approach Roget in the center of the map, because he has one final trick up his sleeve. When you get close, a wave of reinforcements will arrive, and they'll be a tougher fight than the initial wave when backed up with Roget's might. Roget is too deadly to be allowed to survive; pick him off first, while the new arrivals are still getting the bearings. Try to coordinate the two groups of characters so Kika and Nalleo arrive shortly after



Kyriel's team, so you can take the reinforcements from both sides. Make sure to have someone hit the chest for a suit of Iron Mail before the battle is done.

A Family Reunion

When Dario and Nalleo meet in the middle, they'll be able to Talk to each other. When they do, you'll learn the mighty, far-reaching Pirate Family attack. It could be an asset in this fight, but it's not worth learning early if doing so would put Nalleo in danger.



Chapter 8 Obel Palace

Shopping at the Nest of Pirates

You may now enter the Nest of Pirates town, where you can catch up with your old pirate buddies Rowdy, Jolly, and Drunken, whose lifestyles have survived the years intact.

You'll also find an Outfitter and a Blacksmith, but you may want to put off your shopping until you arrive at a town with a wider selection. Among the oddities in this shop is the Bucket Orb (a Bargain item that appears 80% of the time). When attached, the Bucket Rune causes most of the enemies you attack to gain the bucket condition, where a literal bucket on their head sharply decreases their accuracy. Unfortunately, an unlisted drawback causes the Bucket Orb user to stop short of ever killing a foe (leaving them at 1 HP instead), so this rare item is best left on the shelf.

The Shortest Chapter Ever

Your one and only task in this short chapter is paying a visit to Lino En Kuldes at the Obel Palace. You'll arrive without incident after a six-day journey, and after a brief discussion Kika will join you officially and Lino will set you up with Mizuki and Akaghi, two agents of his own. All three are storyline characters who will withdrawn when defeated instead of dying.



Shops in Nest of Pirates

Outfitter	
Leather Armor	600
Leather Gloves	350
Ranger Gloves	900
Bangle	700
Leather Shield	500
Medicine	20
Mega Medicine	150
Cough Drop	50
Needle	50
Antitoxin	50
Flame Force Bead	50
Water Force Bead	50
Lightning Force Bead	50
Wind Force Bead	50
Earth Force Bead	50
Blacksmith	
Salt (70%)	50
Bucket Orb (80%)	1000
Hone to Level 2	1500

Kika
Joins at Level 8

Deesha
Weapon Level 3
Weapon Power 40

68 / 68 2 • 0 • 0 • 0

Skills
Parry D
Counterattack C

Runes
Falcon Rune

ATK	49	STR	8	PDF	10
DEF	24	SKILL	13	MDF	9
MOVE	6	MAG	7	SPEED	10
JUMP	2	EVA	12	LUCK	9

Mizuki
Joins at Level 8

Dampscythe
Weapon Level 2
Weapon Power 20

73 / 73 2 • 0 • 0 • 0

Skills
Mind's Eye C
Counterattack C

Runes
Shrike Rune

ATK	29	STR	9	PDF	9
DEF	17	SKILL	12	MDF	14
MOVE	6	MAG	8	SPEED	16
JUMP	3	EVA	17	LUCK	11

Akaghi
Joins at Level 8

Chakiramu
Weapon Level 2
Weapon Power 20

98 / 98 1 • 0 • 0 • 0

Skills
Battle Lust D
Guard D

Runes

ATK	31	STR	11	PDF	9
DEF	17	SKILL	9	MDF	12
MOVE	6	MAG	5	SPEED	13
JUMP	3	EVA	12	LUCK	9

Chapter 9 The Ruins of War

The Longest Chapter Ever

Much of the world is open to you now, and you have great freedom to choose how your journey proceeds. You can remain in Obel and challenge the Ruins, return to Middleport to recruit Pablo and accept some new Guild Quests, or set sail for one of the four new destinations that have been added to your World Map! When you're ready to move on, set a course for El-Eal where this chapter's major battle awaits.

Two More Obelian Recruits

As soon as you choose "Depart" and return to the world map, you'll find Flare and Trishtan waiting. Princess Flare is an expert archer who is adept at making friends. She is also a storyline character who can't be permanently killed in combat. Trishtan has no such protection, but he is strong enough to take care of himself on the field. You can always send him on guild quests if you don't want to risk him in combat.

Flare
Joins at Level 8

Hatier
Weapon Level 2
Weapon Power 22

76 / 76 2 • 0 • 0 • 0

Skills
Dodge C
Sniper D

Runes
Hawk Rune

ATK	32	STR	10	PDF	9
DEF	23	SKILL	15	MDF	15
MOVE	5	MAG	12	SPEED	13
JUMP	2	EVA	10	LUCK	13

Trishtan
Joins at Level 8

Spirit
Weapon Level 2
Weapon Power 24

111 / 111 1 • 0 • 0 • 0

Skills
Guard C
Counterattack D

Runes

ATK	33	STR	9	PDF	12
DEF	26	SKILL	7	MDF	8
MOVE	5	MAG	3	SPEED	22
JUMP	2	EVA	11	LUCK	7





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Shopping in Obel

There are a lot of islands left to explore, so you may not want to spend all your money here. Nevertheless, Obel offers some fantastic shopping opportunities. You can hone your weapons to level 3, upgrade to Bangles and Gauntlets, and possibly pick up a Strength Sash, an accessory that can boost a character's attack power.

This island's Rune Master has an orb for nearly any weapon. The Viper Orb enhances long swords with one-hit kill attacks, the Hawk Orb and Eagle Orb offer some rune attacks to archers and knife-throwers respectively, and the Unicorn Orb is what makes spear-users so fantastic. Visit here often to "rune up" new recruits.

Shops in Kingdom of Obel

Blacksmith

Hone to Level 3	1500
-----------------	------

Rune Master

Fire Orb	500
Water Orb	500
Lightning Orb	500
Wind Orb	500
Earth Orb	500
Rage Sword Orb	600
Flowing Sword Orb	600
Thunder Sword Orb	600
Cyclone Sword Orb	600
M. Earth Sword Orb	600
Viper Orb	1000
Hawk Orb	1000
Unicorn Orb	1000
Eagle Orb	1000

Outfitter

Leather Armor	600
Thunder God's Garb	1200
Guard Robe	900
Leather Gloves	350
Ranger Gloves	900
Bangle	700
Gauntlets	1000
Leather Shield	500
Medicine	20
Mega Medicine	150
Cough Drop	50
Needle	50
Antitoxin	50
Flame Force Bead	50
Water Force Bead	50
Lightning Force Bead	50
Wind Force Bead	50
Earth Force Bead	50
Strength Sash (30%)	4000
Salt (70%)	50

Exploring the Ruins of Obel

The Ruins in Brief

The Ruins of Obel is an extensive dungeon consisting of several separate areas. To beat each floor, you only need to get a single character to a marked destination, where you'll have the option of returning to the surface or continuing to the next area. The good news is that you'll begin each map at full health and with the option to switch new characters in and out of your eight-man roster. The bad news is that if you leave the dungeon your progress is lost; you'll start over from map 1 every time.

As in all optional area, the enemies here gain levels as you do, so the Ruins will always pose a challenge. There are several different map variations for each floor, so the enemy positions may change and the items you find may vary.

If you've recruited Rene (see the Quest Guild section) she can dig up many items needed for guild quests. You can find these items even before the quests officially begin, so your independent exploration will not go unrewarded.

Ruins of Obel - Maps #1 and #2

The first two maps are quite simple, and are a good place to gain experience for low-level characters. The enemies are primarily Skeletons and Fly Lizards, the latter of which can cast Sleep spells that leave your characters temporarily immobilized. The sleep condition can be cured by eating Salad, using Yu's ability, or casting spells like Kindness Drops. Stay away from the edges near the pits, so they'll have to fly within range of your melee fighters.

You'll typically find one item for Rene to dig up on each floor. Even early in the game, you can often dig up a valuable Drain Orb on Map #2.



Ruins of Obel - Map #3

In the third floor, things get much tougher. The elemental Spirit enemies are the prime culprit; these creatures are far deadlier than their Elemental cousins, and can kill lower-level characters in a single attack! Eliminate them quickly and keep your vulnerable characters covered. As you round (or clamber over) the pile of rubble at the end of this map, a second wave of foes will materialize. Note that there are usually items in that rubble pile that Rene can dig up.



Ruins of Obel - Map #4

Some versions of this floor are occupied almost entirely by Spirits. Don't worry about changing the terrain, since the spirits create their own. Instead, form a tight group so the elementals can't get behind your characters, and use primarily characters who can't be killed to minimize the casualties.

Don't get cocky after wiping out the first wave; there's always a second wave to contend with when you cross either bridge to the opposite side. You may want to set up traps at either bridge with readied Cooperative Attacks and send one character to trigger the new enemies and lure them down. (This character may not make it back alive, so pick a storyline character.)



Ruins of Obel - Map #5

The first version of this map is grueling. Early in the game, you'll be stymied by a lack of maneuvering room, since this area consists of a few stone islands linked by thin passages that can only be crossed single-file. This floor goes by a lot more quickly if you have Giant Owls to ride, but it is beatable without them if you proceed patiently, setting traps in the corners and waiting for enemies like the Fire Spirits to come to you.

The second obstacle is the Golems, enemies with both powerful close-range and long-range attacks. Their long-range rocket fist attacks are devastating, so when you're within range make sure everyone is standing on their element and facing the golems. Since each Golem can only use this move twice (once for each arm), sucking it up and taking all six hits on your terms is the way to go.

When it comes time to destroy them, you'll find their metal hides are nearly impervious to damage, so the only effective way to battle them is by changing the terrain to whatever they're weak to, and letting it sap 20% of their HP each turn. Try to keep your characters staggered so they can't be hit by the Golems' two square-by-two square sonic blasts.



Map #1

Map #2

Map #3

Map #4

Map #5



CHAPTER 9 THE RUINS OF WAR



SUIKODEN TACTICS



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Ruins of Obel - Map #5b

The first time you clear the enemies in Map #5, you'll find an apparent dead end and be sent back to the surface. After that, the poison mist at the ground level will dissipate, revealing three treasure chests and a passage to a new expert-level floor. When you battle your way back to this floor, you'll find that anyone with a Jump score of 2 can now step onto the floor level, where you can quickly overwhelm a scattered pack of skeletons.

If you suspect a trap at the exit, you're right; when you approach the Golem, two rows of Skeleton Archers will appear. Kill the Golem from afar with elemental terrain and ranged attacks and spells. Then blast open the chests with an area effect spell or skill and run to the exit.



Ruins of Obel - The Elemental Chambers

There are five versions of the final map, one for each day of the Suikoden week. In each you'll find the terrain covered with the element-du-jour and an army of difficult, element-specific foes lead by a mighty elemental dragon. The specifics vary battle by battle, but the best strategy is to use characters of both the day's element and characters of the element that trumps it. The level three skills of the elemental Sword Orbs are fantastic here, since they change the element under an enemy's feet while protecting the user. Another MVP skill is Simeon's Silent Lake, which shuts down many of the enemies.

The boss dragons tend to mind their own business, hanging back until they're threatened, so clear out the minor enemies before you rush in and take them on with the same element-shifting tricks. Before you beat them, have Noah move in and steal each elemental mirror, which is like a Force Bead that can be used repeatedly. Slain dragons may drop Dragon Fins, Meat, and/or Scales, which are needed for various guild quests, and the cycle of enhanced elemental orbs (Rage, Flowing, Cyclone, Mother Earth, and Thunder). The treasures in chests and in the ground also tend to be of exceptional quality.



Water

Fire

Wind

Earth

Lightning

New Quests in Middleport

Before you sail off to parts unknown, you may want to return to good ol' Middleport for a spell. In addition to reporting your progress in any ongoing quests (and re-claiming the participating characters), you can sign up for a wide variety of new quests in Chapter 9. New recruits Trishtan and Pablo (see below) are both non-storyline characters who are capable of joining Rita in the Dispatch quest rotation, and attempting the regular quests is a good way to get weaker recruits up to snuff.



Pablo Joins the Fold

Pablo, who first told you about the Rune Cannon ammunition issues, can now be found wandering the streets of Middleport. Use the Gossip menu to find him, and he'll join your party. At level 5, it will take some work to get him into fighting shape, and his single-digit stats are too low for dispatch quests. But spellcasters are rare, and Pablo is the game's only earth-element mage.

Pablo
Joins at Level 5

Sphere Red
Weapon Level 1
Weapon Power 8

53 / 53 2 • 1 • 0 • 0

Skills		Rings	
Earth Magic	E		
Guard	E	Earth Rune	

ATK	11	STR	3	PDF	5
DEF	11	SKILL	4	MDF	8
MOVE	4	MAG	6	SPEED	8
JUMP	1	EVA	6	LUCK	7

New Rank E Guild Quests in Chapter 8 and 9

There are several new guild quests waiting, and some of them will lead you to new locations and new party members. None of the combat or errand quests have a deadline, so sign up for as many as you can and make the last two islands in the Island Nations appear on your map. If you can complete most of these ("Mouse Infestation!" is not possible with your current characters), you'll be able to raise your Rank to D, and a whole new assortment of quests will appear.

Get the Imposters! (Part 1)

Rank	E
Fee	200
Reward (Potch)	3000
Reward (SP)	500
Deadline	None

Description

Gather information on the knight impersonators on Na-Nal Island and in Middleport.

Hand Delivery

Rank	E
Fee	100
Reward (Potch)	1000
Reward (SP)	300
Deadline	None

Description

Deliver the letter to the woman on Hermitage Island. (Accepting this quest makes Hermitage Island appear on your map.)

Mouse Infestation!

Rank	E
Fee	100
Reward (Potch)	2000
Reward (SP)	300
Term	10 days

Description

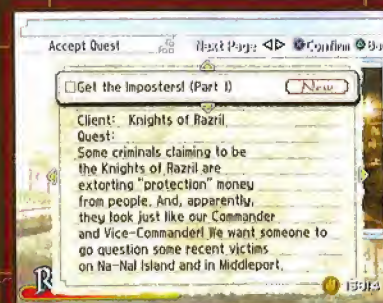
Eradicate the palace mice. (This quest can only be successfully completed by a Nay-Kobold character.)

Mackerel Wanted

Rank	E
Fee	100
Reward (Potch)	1000
Reward (SP)	200
Deadline	None

Description

Go get 20 Mackerel. (Mackerel can be purchased on Nay Island.)



Seeking Treasure Hunt Partners

Rank	E
Fee	100
Reward (Potch)	1000
Reward (SP)	500
Deadline	None

Description

Search for treasure on the Deserted Island. (Accepting this quest makes Deserted Island appear on your map.)

Part-Time Help Wanted

Rank	E
Fee	100
Reward (Potch)	1000
Reward (SP)	400
Term	10 days

Description

Send someone to work at Chieppoo & Co. (Any character with at least 10 HP can successfully complete this quest.)

Mega Medicine Wanted

Rank	E
Fee	200
Reward (Potch)	2000
Reward (SP)	800
Deadline	None

Description

Go get seven doses of Mega Medicine. (Mega Medicine can be purchased from any Outfitter.)

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Destination: Hermitage Island

Hermitage Island is only a single day's journey from the Nest of Pirates. However, it won't appear on your map unless you return to Middleport and accept the Hand Delivery quest first. The delivery will go off without a hitch, and in addition to the generous reward that's waiting in Middleport, the recipient will join as your party's first Fire-based spellcaster.



Character profile for Maxine, including stats, skills, and runes.

Destination: Deserted Island

When you accept the Seeking Treasure Hunt Partners quests, Deserted Island will be added to your map between Middleport and Obel. The island isn't quite as deserted as the name might suggest; wandering merchant and frequent Quest Guild employer Chieppo has set up shop here with a few unusual items that include the exceptional Sunbeam Orb.

Chieppo's Fate is in Your Hands

If you succeed at Chieppo's Guild Quests while ignoring or failing at those of his competitor, X & Co, Chieppo's business will take off and the stock in his shop will increase accordingly. Conversely, if you support X & Co. over his business you can drive the poor cat into poverty and force him to sell off his stock at bargain prices. Since making Chieppo rich will have other reward for your party (which include a handful of new recruits), helping him out is the better choice.

Table titled 'Chieppo's Initial Stock' listing items and prices.

Guild Quest - "Seeking Treasure Hunt Partners"

To fulfill the "Seeking Treasure Hunt Partners" quest, you'll need to head to the beach on the Deserted Island where your client Rene is waiting. Pick five tough characters to defend her as she searches for buried treasure, and if you can keep her alive while she finds three pieces of gold ore, you'll complete the quest and Rene will join your party. It's best to complete this quest and recruit her as early as possible, as her Dig skill is the only way to get valuable hidden items in most of the battlefields to come. See the Guild Quests section for full details on this optional combat mission.



Destination: Nay Island

In the Bargain bin of the Nay Island outfitter you'll find all 20 Mackerel you need to complete the "Mackerel Wanted" quest. At 50 bucks each, they'll cost you every penny of the reward money, so there's no profit in this one, but you'll get to help out Chieppo's business and he'll throw in a free sample of the Mackerel Miso Stew, for whatever that's worth.

The only other item of interest in Nay Island is the Fur Cape, a Defense-boosting accessory that is very reasonably priced. Buy a few for your new spellcasters and anyone else who needs a defensive boost.



Shops in Nay Island

Table listing items and prices for the Nay Island Outfitter and Blacksmith.

Destination: Iluya Island

There isn't much going on in Iluya Island, but anyone with a big chunk of cash to spend can pick up a few suits of Chain Mail, the highest-Defense armor currently available. The Counter Orb sold by the Rune Master is another nice choice for your front-line fighters.

Destination: Na-Nal Island

When you visit Na-Nal, don't forget to conduct your second interview for the "Get the Imposters!" Guild Quest by listening to the "Man" in the Gossip menu here. The other victim is in Middleport, and when you've interviewed both you can report to Lalalcle to complete the quest and earn a stunning 3000 Potch and 500 Skill Points. All that for two quick conversations!

Meet Eugene on Water Day

If you select the Gossip menu on any Water day, you'll see Eugene's name on the list. After a brief chat, he'll join you as your first spear-wielder. Hook him up with a Unicorn Rune, and he'll be a potent addition to your party in battle. Keeping him alive can be difficult, however; his Firefly Rune makes him an enticing target for your foes.

Shops in Iluya Island

Table listing items and prices for the Iluya Island Outfitter and Blacksmith.

Blacksmith

Table listing items and prices for the Iluya Island Rune Master.

Character profile for Eugene, including stats, skills, and runes.

Shops in Na-Nal Island

Table listing items and prices for the Na-Nal Island Outfitter.

Rune Master

Table listing items and prices for the Na-Nal Island Rune Master.



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BATTLE BUSK AT EL-EAL

Victory Condition

Defeat all enemy units.

Defeat Condition

Lose all friendly units.



An Aggressive Opening

Put Flare and Seneca near your front lines, and you should be able to reach and shoot down the nearest enemy archer before he has his first turn. There's little point forming a strong defensive position on this battle, since your enemies' starting positions are widely staggered. Instead, follow your archers' lead with quick and strong melee fighters like Kyril, Kika, and Mizuki. Punch your way through the front lines quickly so you can get your mages

and archers near the enemy Staff-user and blast him out of the fight before he puts your best guys to sleep.

Keep Digging with Rene

It's hard to justify bringing a non-combatant to a tough fight, but using Rene will pay off in the long run. The One-Piece Dress she can find near the entrance to this area is a great high-Defense item for any female character, especially mages like Maxine who don't have access to other good gear.

ENEMY UNITS

Kik Bowman Lv. 7/8	→	~60/67
Kik Swordsman Lv. 7/8	→	~67/76
Kik Spearman Lv. 8	→	~73
Kik Staff-user Lv. 7/8	→	~55/61
Captain Lv. 8	→	~81
Busk Lv. 10	→	110

TREASURES

Dig Spot #1 - One-Piece Dress
Dig Spot #2 - Wing Shield
Treasure Chest - Wing Mail

Map Key

- Starting positions for party characters
- Enemy starting position (border color indicates element)
- Spot where Rene can Dig up a buried item



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Knock Busk Off His High Horse

Take over the patches of elemental terrain created by your foes (or make your own),



and settle in with a strong defensive position against the second wave. Busk is by far the strongest of these foes, so engage him with storyline-relevant characters like Kika, Kyril's group and Lino's agents, who can withdraw when defeated. Optional characters like Maxine and Rita don't have that option, and will end up six feet under if they cross Busk.

A Challenge for Treasure Hunters

There are no elementals here, so it's going to be difficult to get the Wing Mail armor

from the chest and the Wing Shield buried nearby. To do it, you'll need to kill all but one foe, then surround him with strong characters who can keep him busy while a treasure hunter makes his or her way up the rubble at the other end of the map. (Only Rene will be able to dig up the Wing Shield, of course.) This is a time-consuming process, but reasonably safe; there are no traps near the chest or second waves of foes to worry about.

Chapter 10

The Town of Merseto

Infiltrating the Kooluk Empire

Your current destination is Merseto, which is north via the overland route from El-Eal. But interesting things are happening in the Island Nations too, so you may want to sail back to the Nest of Pirates and pick up some new recruits first.

When you do begin the trek to Merseto, you won't get far before you stumble upon a group of bandits at the Ruins of Collanbal, the first of two battles in this chapter. If you have business in the Caravan, do it before you leave El-Eal.

Pirates Now and Pirates Later

You can now formally recruit the pirates you left behind in Chapter 7... well, some of them, anyway. If you arrive at the Nest of Pirates on the day of Fire or Water, you'll be met by Sigurd and Hervey, both of whom will join the cause. If you arrive on the day of Wind or Earth, you'll be joined by Dario and Nalleo instead. There is no way to get both groups at this point, but you can return to the Nest of Pirates to pick up the remaining group (on the appropriate day of the week) after Chapter 13.

Sigurd
Joins at Level 3

Steel Blade
Crescent Level 1
Weapon Power 12

35 / 35 1 • 0 • 0 • 0

Skills	Runes
Sniper C	—
Battle Lust E	Flowing Sword Rune
—	—

ATK 17	STR 5	PDF 6
DEF 17	SKILL 6	MDF 4
MOVE 6	MAG 4	SPEED 5
JUMP 2	EVA 4	LUCK 4

Dario
Joins at Level 7

Wood Splitter
Crescent Level 1
Weapon Power 16

85 / 85 1 • 0 • 0 • 0

Skills	Runes
Armor Defense C	—
Counterattack D	Gozz Rune
—	—

ATK 30	STR 14	PDF 8
DEF 16	SKILL 6	MDF 6
MOVE 5	MAG 1	SPEED 6
JUMP 2	EVA 7	LUCK 10

Nalleo
Joins at Level 7

Wood Splitter
Crescent Level 2
Weapon Power 28

65 / 65 2 • 0 • 0 • 0

Skills	Runes
Smash E	—
Counterattack D	Cyclone Sword Rune
—	—

ATK 36	STR 8	PDF 8
DEF 16	SKILL 13	MDF 7
MOVE 6	MAG 8	SPEED 10
JUMP 2	EVA 9	LUCK 12

Hervey
Joins at Level 4

Broad Sword
Crescent Level 1
Weapon Power 14

41 / 41 1 • 0 • 0 • 0

Skills	Runes
Parry C	—
Counterattack D	Rage Sword Rune
—	—

ATK 21	STR 7	PDF 5
DEF 10	SKILL 5	MDF 5
MOVE 5	MAG 2	SPEED 8
JUMP 2	EVA 7	LUCK 5

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CHAPTER 10

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THE RUINS OF COLLANBAL



ENEMY UNITS

Bandit (Spear) Lv. 8 / Lv. 9	~72/-80
Bandit (Axe) Lv. 8 / Lv. 9	~82/-90
Bandit (Bow) Lv. 8	~70
Wind Elemental Lv. 9	~75
Ill-Tempered Man Lv. 12	115
Shady Man Lv. 12	107
Impatient Man Lv. 12	95

TREASURES

Crates - Rage Force Beads (x 3)
Dig Spot #1 - Magical Cape
Dig Spot #2 - Killer Orb

Map Key

- Starting positions for party characters
- Enemy starting position (border color indicates element)
- Spot where Rene can Dig up a buried item

Beware the Mobility of Thieves

Compared to the soldiers you fought in El-Eal, these simple brigands are neither resilient nor powerful. However, they have high mobility and all have around the same Speed stat, which means they have their turns one after another. This will allow them to swarm you to pick off a weak character, so keep the newbies far from the front lines and only let them out to finish off weakened foes.

The Bandits to the East

Concentrate on eliminating the foes to the south first, since most of your opponents on the east side of the map are happy to

cast terrain-altering spells and wait for you to come to them. Since they have a wide variety of terrain preferences, you should be able to find regenerating turf for most Wind, Water or Earth characters. Plant your newbies on their element of the choice and let them start gaining experience.

Treasure Hunting in the Ruins

Spare the Wind Elemental until the very end of the battle so you can buy Rene time to dig up the two buried treasures and another character time to cross the river at the east end and hit the chest. The buried treasures are quite good; the Killer Orb will boost a character's critical rate and the Magical Orb provides a significant Defensive boost.



Victory Condition (1st)
Defeat all enemy units.

Defeat Condition (1st)
Lose all friendly units.

The Road to Merseto is Clear

After dispersing the bandits, the road to Merseto will be clear. Your next battle awaits in the port area of that city.

Shops in Merseto

Outfitter	
Feather Robe	1500
Chain Mail	2400
Iron Mail	2000
Wing Mail	3200
Battle Suit	3000
Corset	1800
BODY	
Sniper Gloves	1800
Gauntlets	1000
Iron Shield	1200
Paw Gloves	4000
HAND	
Medicine	20
Mega Medicine	150
Cough Drop	50
Needle	50
Antitoxin	50
OTHER	
Strength Sash	4000
Tome of Black Arts	4000
Fur Cape	1200
Flame Force Bead	50
Water Force Bead	50
Lightning Force Bead	50
Wind Force Bead	50
Earth Force Bead	50
BARGAIN	
Counter Ring (30%)	4000
Porcupine Cape (50%)	2000

Blacksmith

Hone to Level 4	3000
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Rune Master

Fire Orb	500
Water Orb	500
Lightning Orb	500
Wind Orb	500
Earth Orb	500
Rage Sword Orb	600
Flowing Sword Orb	600
Thunder Sword Orb	600
Cyclone Sword Orb	600
M. Earth Sword Orb	600
Hawk Orb	1000
Unicorn Orb	1000
Viper Orb	1000
Titan Orb	1000
Lion Orb	1000
Eagle Orb	1000
Gozz Orb	1000
White Tiger Orb	1000
Kangacorn Orb	1000

First Batch of Rank D Guild Quests

When you report your success on the current batch of guild quests, your rank will rise to D, and a whole new assortment of quests will appear. Things are starting to heat up between Chieppoo and X & Co., so be careful which quests you accept!

Dear Friend...

Rank	D
Fee	200
Reward (Potch)	8000
Reward (SP)	800
Deadline	None

Description

Deliver the Rose Crest to the Inn in Middleport. (This is a multi-part quest that cannot be completed until Chapter 15. See the Guild Quest section for details.)

Robes Wanted

Rank	D
Fee	200
Reward (Potch)	1200
Reward (SP)	300
Deadline	None

Description

Go get three Robes. Succeeding at this quest will help Chieppoo's business.

Delivery to the Deserted Island

Rank	D
Fee	200
Reward (Potch)	2000
Reward (SP)	600
Deadline	None

Description

Deliver the box to the Merchant(?) on the Deserted Island. Succeeding at this quest will hurt Chieppoo's business.

Help Avenge Iluya Island

Rank	D
Fee	200
Reward (Potch)	3000
Reward (SP)	300
Term	15 days

Description

Help avenge Iluya Island. (Only a character with at least 110 HP and a STR of 20 can succeed at this quest.)

The Flower of Iluya

Rank	D
Fee	200
Reward (Potch)	3000
Reward (SP)	800
Deadline	30 days

Description

Go buy a One-Piece Dress. (Rene can dig up a One-Piece Dress in El-Eal, or you can purchase one later in the game in the city of Haruna.)

Give Us a Sign

Rank	D
Fee	200
Reward (Potch)	1500
Reward (SP)	500
Deadline	None

Description

Go get a Rainbow Shell. (Found from battling Giant Crabs in Deserted Island, see the Guild Quest section for details.) Succeeding at this quest will help Chieppoo's business.

Advertisers Wanted

Rank	D
Fee	200
Reward (Potch)	2000
Reward (SP)	600
Term	30 days

Description

Send someone to advertise for X & Co. (Only a character with Luck and Skill scores of 12 or higher can succeed.) Succeeding at this quest will hurt Chieppoo's business.

Fight Fish with Fish!

Rank	D
Fee	200
Reward (Potch)	4000
Reward (SP)	500
Deadline	30 days

Description

Go get 10 Bonito. Succeeding at this quest will hurt Chieppoo's business.

An Unforgettable Taste

Rank	D
Fee	200
Reward (Potch)	1500
Reward (SP)	400
Deadline	20 days

Description

Go buy a Knight's Lunch. (Knight's Lunches are sold at the Razril Outfitter.)

The Ruins of Obel (Part 1)

Rank	D
Fee	200
Reward (Potch)	2000
Reward (SP)	300
Deadline	30 days

Description

Go find an Ancient Coin amid the Ruins of Obel. Note: Dig skill required. (The Ancient Coin is buried in map 3 of the Ruins of Obel. See Guild Quests section for more details.)



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Monster Hunting Grounds

After the battle, the Ruins of Collanbal will become your first monster hunting grounds. Any time you want to earn some cash or experience, you can return here and select



Hunt Monsters to trigger a battle. These battles usually offer a good mix of difficulty levels, so your experienced fighters can head in one direction to hold off the tough monsters, while new recruits and low-level characters can fight rodents for easy experience elsewhere on the map.

Shopping in Merseto

The shelves of Merseto's outfitter are full of items that will get your party salivating. If you've got a lot of Potch to throw around, the Strength Sash and Tome of Black Arts can make your characters better at what

they do best. The hand gear includes Sniper Gloves, which are weak on defense but boost the wearer's Sniper skill by one rank, which is a worthy trade-off for archers.

Don't spend all your money at the outfitters, or you won't be able to hone anyone's weapons to level 4, or purchase any new orbs. The selection at the Rune Master's finally includes the Lion Orb for claw-users like Akaghi, and other exotic treats like the Kangacorn Orb, which will be useful when you score a Kangacorn after the Merseto Port battle.



JUSTICE AT MERSETO PORT

Victory Condition 1st
Defeat the Merchant.

Defeat Condition 1st
Lose all friendly units.



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Two Parties of Three

You can only enter six characters in this fight, split into two parties of three. You have to use all three of your primary characters here, and you might as well keep them together since they have such synergy together. Hopefully by now you've developed



ENEMY UNITS

Bandit (Spear) Lv. 9 / Lv. 10	→	-72/-80
Bandit (Axe) Lv. 9 / Lv. 10	→	-83/-90
Bandit (Bow) Lv. 9 / Lv. 10	→	-65/-72
Merchant Lv. 15	→	130

TREASURES

Chest - Kangacorn Orb
Dig Spot #1 - Cyclone Orb
Dig Spot #2 - Silver Chain Mail

some of the talent in your bench—Kika, Flare, and Trishtan are probably among your best. There are a few items to dig up here, but it's difficult to justify giving Rene a slot.

Crossing the Canals

A series of small boats sweep up and down the canal to the north, and certain characters are able to take them for a ride. If you stop on a boat, it will take you to the east at about your normal movement rate, then automatically eject you onto land at the end. If you can find two boats side by side, you can jump across them to reach the other end. If this opportunity presents itself, you can use it to send a character from the eastern party to join the western party if you like, but only if the remaining two can handle themselves. It's unlikely the



boat alignment will happen often enough to get all six characters together.

The Merchant's Backup

With the merchant looking so alone and vulnerable, it might be tempting to rush him with your primary characters and ignore the foes behind you. Don't; the merchant has four men in reserve who will appear when you approach him, leaving you surrounded and possibly doomed. Instead, take your time clearing off your platform, which may lure the Merchant towards the bridge and away from his own reinforcements. If that happens, you can change the merchant's terrain element (he prefers fire) and unload on him with all your troops' best moves to end the battle early.



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Chapter 11 An Old Acquaintance

Gary & Ema Join the Good Fight

After the chapter title comes up, head right back into Merseto. Gary and Ema will meet you there, and enthusiastically throw their lot in with yours. They're an odd pair; both are unarmed and have no ability to attack. Gary's special ability is the Backup skill, which allows him to give a stat boost to all nearby allies. Ema's is the "Pack" command, which allows her to use items from your Caravan in combat. Even if you choose not to use them in combat, you'll find their respectable stats to be useful for Dispatch quests.

Gary
Joins at Level 10

(Unarmed)
Crescent Level 1
Weapon Power 0

98 / 98 2 • 0 • 0 • 0

Skills
Backup E

Stats

ATK	8	STR	8	PDF	13
DEF	24	SKILL	12	MDF	13
MOVE	5	MAG	12	SPEED	12
JUMP	2	EVA	14	LUCK	7

Ema
Joins at Level 9

(Unarmed)
Crescent Level 1
Weapon Power 0

73 / 73 1 • 0 • 0 • 0

Skills

Stats

ATK	7	STR	7	PDF	9
DEF	19	SKILL	10	MDF	11
MOVE	4	MAG	7	SPEED	11
JUMP	1	EVA	10	LUCK	8

New Guild Quests in Middleport

A few new Dispatch Quests will appear in the Quest Guild during this chapter. All have tough requirements, but Eradicate the Fish Monsters! (minimum Attack score 80) should be within reach of the character that completed "Help Avenge Iluya Island." The prize for "Private Tutor Wanted" includes a valuable Tome of Black Arts, so have Maxine or Pablo leap on it as soon as they reach 18 Magic and 15 Skill.

Private Tutor Wanted

Rank	E
Fee	100
Reward (Potch)	1000
Reward (SP)	400
Term	20 days

Description

Teach the girl magic.
(Only a character with Magic of 18 and Skill of 15 or higher can succeed at this quest.)

Spring Cleaning

Rank	E
Fee	100
Reward (Potch)	3000
Reward (SP)	300
Term	15 days

Description

Help with spring cleaning.
(Only a character with a Speed score of 20 or higher can succeed at this quest.)

Eradicate the Fish Monsters!

Rank	D
Fee	100
Reward (Potch)	1500
Reward (SP)	1000
Term	15 days

Description

Send a party member to the Ruins of Cottanbat.
(Only a character with an Attack score of 80 or higher can succeed at this quest.)

NOTES

MONSTERS AT EL-EAL

Ride Your Kangacorn Into Battle!

Only certain characters can ride mounts, and at this point the list may be limited to Trishtan, Sigurd, and Hervey. To hop onto your new Kangacorn, highlight one of these characters and choose the Mount command. You can also hop onto a Kangacorn at the beginning of a character's turn, provided someone isn't already riding it.

A mount gives its rider a 50% boost in attack power, a 30% boost in evasion, a 10% boost in speed, and a 1000% percent boost in looking cool. However, characters that have invested a lot of skill points in Blood Lust are better off walking, since they can only attack once when mounted. Being mounted also prevents you from

using most rune attacks. On the other hand, the Kangacorn Rune can only be used while mounted. Characters who have this can use the Rush move, which deals double damage but hurts the rider a bit.



Cut Down the Enemy Healers

The nearest Blue Fishman you encounter here is a Water Magic healer, capable of erasing any amount of damage you do to his allies. Unless you can kill an orange or red fishman in a single attack, you should make the blue guy your priority target.



Reinforcements on All Sides

When you slay enough of the initial foes, Roget will summon up a new pair of high-level fishmen to join in the fight. Fortunately, your side has a surprise for him,

too; after two turns, Mizuki and Akaghi will return to the field via the bridge at the east end of the map.



Roget and His Men

Roget isn't easy to beat, especially when he's on his element and protected by the Earth Magic of his summoned goons. But with only a few allies at his end of the map, Mizuki and Akaghi shouldn't need a great deal of help to prevail. Send a few characters to aid on the western front (preferably including one that can turn Roget's Wind terrain into Flame), while the rest of your

TREASURES

Dig Spot - Wing Shield
Treasure Chest #1 - Iron Mail
Treasure Chest #2 - Wind Orb

group heads to the upper level of the ruins to clear our Roget's remaining soldiers. Of course, it's safest to remain as a group, but that will make the battle take twice as long. If you have confidence in your troops, split them up to do some treasure hunting and earn a better ranking.



Chapter 12

The Road to Caleron

The Obel Irregulars

When you exit to the world map in Chapter 13 you'll be joined by no less than seven new characters! They're all at level 8 or 9 and lacking in equipment; most have no runes and are only wearing Body armor. Getting them up to combat shape will take a lot of time, money, and skill points, so choose the ones you wish to develop carefully.

Millay is the fighter best of the bunch, but Jeremy shares most of her strong stats,

good skills, and a high movement rate. Both come with a few ranks in the valuable Battle Lust skill, making them a good investment. Carrie can't attack, but if you boost her ranks in First Aid she'll be very useful at keeping your party members alive with her constant area-effect healing. Axel is a mighty fighter who wields a two-handed sword that does obscene amounts of damage, but is somewhat lacking in speed and accuracy.

Millay
Joins at Level 9

Brass Sword
Weapon Level 3
Weapon Power 38

89 / 89 2 • 0 • 0 • 0

Skills		Runes	
Battle Lust	C		
Parry	D		

ATK	54	STR	16	PDF	11
DEF	22	SKILL	13	MDF	10
MOVE	6	MAG	11	SPEED	15
JUMP	2	EVA	14	LUCK	15

Carrie
Joins at Level 9

(Injured)
Weapon Level 1
Weapon Power 0

81 / 81 2 • 0 • 0 • 0

Skills		Runes	
First Aid	E		

ATK	9	STR	9	PDF	12
DEF	22	SKILL	12	MDF	12
MOVE	4	MAG	10	SPEED	13
JUMP	2	EVA	12	LUCK	8

Jeremy
Joins at Level 9

Lucky Blade
Weapon Level 3
Weapon Power 38

89 / 89 2 • 0 • 0 • 0

Skills		Runes	
Battle Lust	D		
Counterattack	C		

ATK	49	STR	11	PDF	11
DEF	22	SKILL	16	MDF	7
MOVE	6	MAG	16	SPEED	13
JUMP	2	EVA	12	LUCK	10

Axel
Joins at Level 8

Sword
Weapon Level 3
Weapon Power 46

108 / 108 1 • 0 • 0 • 0

Skills		Runes	
Hidden Power	C		
Smash	C		

ATK	55	STR	9	PDF	11
DEF	27	SKILL	10	MDF	6
MOVE	6	MAG	6	SPEED	6
JUMP	2	EVA	7	LUCK	9

Ameria
Joins at Level 8

Feather Sword
Weapon Level 3
Weapon Power 38

89 / 89 2 • 0 • 0 • 0

Skills		Runes	
Parry	C		
Dodge	C		

ATK	47	STR	9	PDF	9
DEF	14	SKILL	12	MDF	8
MOVE	6	MAG	14	SPEED	15
JUMP	2	EVA	10	LUCK	9

Wendel
Joins at Level 8

Fake Thief
Weapon Level 3
Weapon Power 32

72 / 72 2 • 0 • 0 • 0

Skills		Runes	
Critical Hit	C		
Dodge	C		

ATK	41	STR	9	PDF	10
DEF	15	SKILL	13	MDF	12
MOVE	6	MAG	15	SPEED	17
JUMP	3	EVA	13	LUCK	1

Gretchen
Joins at Level 8

Long Sword
Weapon Level 3
Weapon Power 38

71 / 71 1 • 0 • 0 • 0

Skills		Runes	
Guard	D		
Counterattack	D		

ATK	50	STR	12	PDF	13
DEF	24	SKILL	10	MDF	4
MOVE	5	MAG	5	SPEED	10
JUMP	2	EVA	9	LUCK	9

BATTLE MARTIN AT COLLANBAL



Using the Switch Command

Starting with this battle, you'll have the ability to switch any character, at any time, for one in your roster. The switched character gets what's left of the turn, including the ability to attack or use runes. The only drawback is that once a character has been switched out, they can never be brought back in. This powerful command changes the tactics of combat drastically, allowing you to fight with every character in your party, not just the ones that start on the field! A few suggestions:

- Put stat-boosting characters like Gary and Earth mage Pablo in your opening roster, have them boost up a crowd of fighters, and then replace themselves with more generally useful characters.
- Never start with healers like Carrie, who have nothing to do in the early turns. Instead, pull them out when needed.
- Level-up low-level characters against the weaker enemies close your starting position, and replace them with combat veterans as you near the much tougher boss.
- Whenever you get an enemy down to just a few hit points, switch out a character for a newbie so they can get the kill and a ton of experience.
- When circumstances force you to place a character on unfavorable terrain, switch them out for a character of that terrain type.

Good Will Among Countrymen

You now have 11 characters from Obel, and the more of them that you use, the more good will you can develop among your party members. Most of them have something to say to the others, so a bit of pre-combat conversation will result in plenty of Protects and Assists.



ENEMY UNITS

Klk. Swordsman Lv. 10-15	→	-88-135
Klk. Bowman Lv. 10-12	→	-84-96
Klk. Spearman Lv. 11-15	→	-95-133
Klk. Staff-user Lv. 11	→	-84
Officer Lv. 15	→	-144
Water Elemental Lv. 15	→	-112
Martin Lv. 18	→	197

TREASURES

Chest - Star Earrings
Dig Spot - Viking Shield

Four Waves of Backup

Keep your party members close together to take advantage of the good will and Carrie's First Aid ability. Keeping your team together will also ensure that no one is cut off behind enemy lines when the later waves of enemies appear. There are four additional groups who will materialize here, each appearing when the current amount of enemies drops below a certain number. If you're using unkillable storyline characters,



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you may have a chance of ignoring the new arrivals and rushing Martin. If you're developing new party members, eliminate each small group of enemies before you attempt the greater challenge of the boss.



Finishing Off Martin

Martin won't leave his starting position until you step up on the stone floor of the ruins, but when he finally does, he becomes the only enemy that matters. If he manages to set up a patch of Fire terrain, have a spellcaster switch it to another element before you begin your offense. With his elemental defenses negated, you can surround him on all sides and start chipping away at his life bar. If any of your characters are wounded, switch them for a fresh fighter who can survive Martin's counterattack or hits in the back from his remaining men.



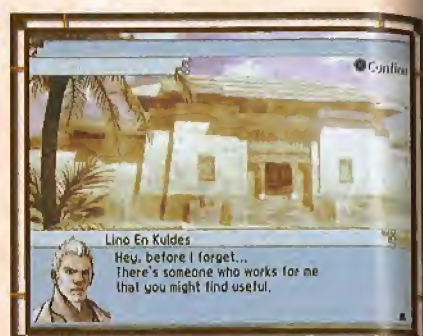
The Returning Heroes of Suikoden IV

If you began your Suikoden Tactics game by loading a Suikoden IV saved file that contained all 108 characters, you can now begin the optional quests that will let you recruit the hero of that game and his former nemesis, Snowe.

Recruiting The Hero

The process begins in Obel, where Lino En Kuldos will appear in the Gossip menu. He'll tell you of the hero, who is fishing on the Deserted Island. Sail over there and go to the coast, where you'll find the hero engaged in a battle with a high-level Giant Crab. You'll fail if he withdraws, so focus your energy on keeping the hero's HP up during the battle. After the first crab falls, a second wave of enemies will appear. If you can help him beat them, the hero will join you.

As a character, he's phenomenal; his Rune of Punishment is powerful, and he has Cooperative Attacks with many of your party members.



Recruiting Snowe

Snowe is back where you saw him last, seven years ago. After recruiting the hero, talk to the boy in the Razril gossip menu, then head to the back streets to join Snowe on Furball patrol. This is an easy battle, and the only challenge is keeping a level 1 character alive.



Hero*
Joins at Level 12

Twist Fang
Weapon Level 4
Weapon Power 54

HP: 102 / 102
MP: 3 / 20
EXP: 0

Skills
Punishment Magic: E
Battle Lust: C
Parry: C

Runes
Rune of Punishment

ATK: 74 STR: 20 PDF: 15
DEF: 29 SKILL: 21 MDF: 20
MOVE: 5 MAG: 13 SPEED: 19
JUMP: 2 EVA: 17 LUCK: 11

Snowe
Joins at Level 1

Snowe Blade
Weapon Level 1
Weapon Power 14

HP: 21 / 21
MP: 1 / 0
EXP: 0

Skills
None

Runes
None

ATK: 16 STR: 2 PDF: 2
DEF: 16 SKILL: 2 MDF: 2
MOVE: 5 MAG: 1 SPEED: 2
JUMP: 2 EVA: 3 LUCK: 1

* This character's level will match Kyril's when recruited. Approximate stats are shown.

Chapter 13

The Laboratory

The Road to Caleron Laboratory

If you're up for some guild quests, you can return to your ship and set a course for Middleport, where you'll find new quests that can lead to several new party members. If you prefer not to go so far out of your way, you can continue down the road to the Laboratory, where you'll fight through an army of a fishmen in a pair of battles.

New Rank D Guild Quests

If you're still at Rank D, you'll find only two new quests waiting in Chapter 13, but both offer great rewards. If you have a mighty enough character to complete the Night Watchman quest, they'll bring home a bag of Potch and a standard-issue Armored Kangacorn!

The Eat-and-Run Bandit quest takes place in the Port of Merseto. If you can beat Cedirc the thief to his destination both he and his pursuer, Rachel, will join your party.

Night Watchman Wanted in Merseto

Rank	D
Fee	200
Reward (Potch)	4000
Reward (SP)	100
Term	20 days

Description

Send someone to patrol the town. (Only a character with at least 150 HP and 20 STR can complete this quest.)
*Additional prize: Kangacorn (Armored)

Catch the Eat-and-Run Bandit

Rank	D
Fee	200
Reward (Potch)	8000
Reward (SP)	400
Deadline	None

Description

Go to Merseto and collect the money to pay for the meal.

The First Batch of Rank C Guild Quests

If you've been diligent at the Quest Guild, you should have attained Rank C by now. The Dispatch quests require very high-level characters, but Get the Imposters (Part 2) offers immediate rewards in the form of two level 15 characters (Keneth and Katrina). Since the difficulty of the battles involved in Combat Guild Quests always corresponds to your current level, even low-level parties should be able to complete this quest.



Get the Imposters! (Part 2)

Rank	C
Fee	400
Reward (Potch)	5000
Reward (SP)	1000
Deadline	None

Description

Meet with the Commander and Vice-Commander of the Knights of Razril. (You'll find them at El-Eal.)
(Available only if you completed Part 1.)

A New Menu (Part 1)

Rank	C
Fee	400
Reward (Potch)	4000
Reward (SP)	800
Deadline	None

Description

Go find the Ancient Recipe.
(In the fourth map of the Ruins of Obel.)

Escort Supply Transport

Rank	C
Fee	400
Reward (Potch)	2500
Reward (SP)	400
Term	10 days

Description

Send someone to safely escort Chieppo & Co.'s supply transport.
Succeeding at this quest will help Chieppo's business.

Retrieve Our Stolen Cargo!

Rank	C
Fee	400
Reward (Potch)	4000
Reward (SP)	800
Term	10 days

Description

Send someone to retrieve the stolen cargo.
Succeeding at this quest will hurt Chieppo's business.

Steamed Bun Souvenirs

Rank	C
Fee	400
Reward (Potch)	3000
Reward (SP)	1300
Term	8 days

Description

Go ask Kevin on Ilyia Island how to make steamed buns with sweet bean jam. (Only a character with a Luck score of 15 or higher can succeed at this quest.)

The Smuggler's Ship

Rank	C
Fee	400
Reward (Potch)	6000
Reward (SP)	600
Term	20 days

Description

Send a party member to join the punitive expedition. (Only a character with at least 20 STR and 20 MAG can complete this quest.)

The Ruins of Obel (Part 2)

Rank	C
Fee	400
Reward (Potch)	5000
Reward (SP)	600
Term	30 days

Description

Go find an Ancient Parchment amid the Ruins of Obel. Note: Dig skill required. (Found on the fourth map.)
(Available only if you completed Part 1.)

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THE LABORATORY

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THE CALERON LABORATORY - Part I

Corseia's Healing Gifts

You can't remove the unnamed Girl from your party in this battle, so it's a good thing that she's capable of pulling her own weight. Her Kindness Drops spell can be used to completely restore the health of a single character, and has a very wide targeting area. Corseia can cast the spell three times, but don't hold back; she'll likely go up a level during this fight and have her magical energy restored.

There are a lot of enemies on this map, and two waves of enemy reinforcements are on the way. With Kyril and Corseia as mandatory deployments, you have only four discretionary character slots to fill. Lightning and Water element characters will serve you best; there's a lot of electrical terrain in the lab, and anyone healed by Corseia will end up standing in a puddle.



Level Three Spells

Corseia also knows a level 3 spell, Breath of Ice. This spell can do heavy damage to any enemy in a three-by-three grid, but it takes time to cast, so you'll need to plan carefully. After you choose the spell, Corseia will return to the character order bar at the top of the screen, with a glowing spark in the corner. This indicates the turn in which she'll cast the spell, and until that turn comes, Corseia could lose the spell entirely if she's hit by an enemy.

Your enemies know the same spell, and suffer from the same drawback. Whenever you see the spark by a Fishman's



Victory Condition
Defeat all enemy units.

Defeat Condition
Lose all friendly units.

picture (it's always the blue ones), you know you have that many turns to get in there and disrupt the spell. If your active character can't get close enough to attack, switch to an archer or mage who can get some long-range damage in, or even a character who can hop onto a Kangacorn for a few added squares of mobility. These spells will come not just from the enemies in your area, but from enemies on parallel platforms who can only be hit by spells and arrows.



DATA



ENEMY UNITS

Fishman Lv. 17	→	~158
Fishman Lv. 16	→	~197
Fishman Lv. 17 / Lv. 18	→	~126/138
Fishman (Noh) Lv. 20	→	~218
Lightning Element Lv. 18	→	~140

DATA



TREASURES

Dig Spot - Counter Ring
Treasure Chest - Ninja Garb



Switching Your Way to Riches

Unless you have characters with a Jump score of 3 or higher, you'll need to go around to the south to reach the center platform and slay the remaining enemies. If you can afford to do some treasure hunting, splinter off a less useful character to go

for the chest and then switch them out (if necessary) to hit it with a ranged attack. On their next turn, switch them for Rene, who will be only a square or two away from this map's only buried item!

The next battle is on the same map, but there will be new treasures in different places.



MAP



THE CALERON LABORATORY - Part II

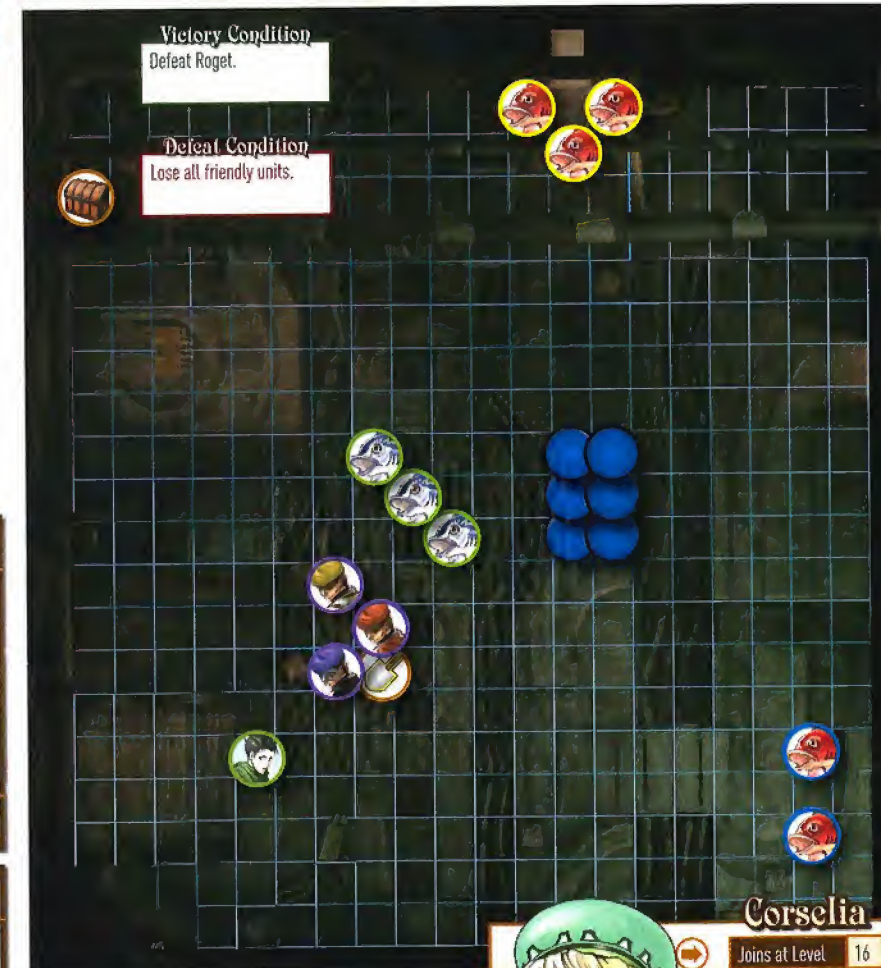
A Talkative New Recruit

Corseia is a chatty little thing, and she has something to say to nearly all of your primary characters. These conversations will bear some interesting fruit; with the Hero, it's the difficult-to-use but powerful Ice Crush Attack. With Flare, it's the excellent Princess Attack, which seems tailor-made for this stage's thin platforms. Corseia's words can also create good will when spoken to Andarc, Seneca, Rita and Millay.



Sniping From Platform to Platform

As enemy numbers dwindle, there will be two new waves of fishmen; one at either end of the map. If you're quick, you can avoid both by rushing Roget's position and



Victory Condition
Defeat Roget.

Defeat Condition
Lose all friendly units.

DATA



ENEMY UNITS

Fishman Lv. 18 / Lv. 19	→	~170/~180
Fishman Lv. 19	→	~205
Pat. Swordsman Lv. 20	→	~170
Pat. Bowman Lv. 19	→	~145
Pat. Staff-user Lv. 19	→	~132
Roget Lv. 24	→	182

DATA



TREASURES

Dig Spot - Magic Hand
Treasure Chest - Cyclone Robe

Corseia
Joins at Level 16

Flare Rod
Weapon Level 1
Weapon Power 8

112 / 112 5 • 3 • 1 • 0

Skills		Runes	
Concentration	C		
Water Magic	C		Water Magic

ATK	16	STR	8	PDF	15
DEF	23	SKILL	11	MDF	30
MOVE	4	MAG	32	SPEED	20
JUMP	1	EVA	30	LUCK	24

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taking him out before any of the new arrivals can reach the field. (Although if you're after the treasures on this map, you'll probably have to fight through them.)

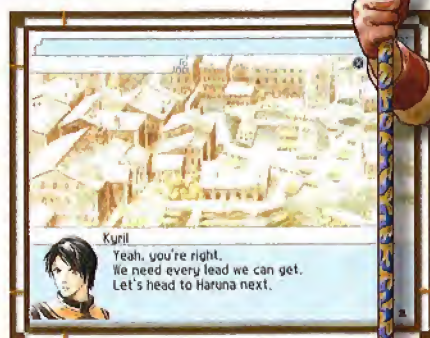
Since your platform and Roget's are very close to each other, archers and spellcasters will be able to kill most of his men early in the fight. While you pick away at these easy targets, move units into position for Cooperative Attacks that can eliminate the foes on your own platform.

Chapter 14

Out to Get the Outlaws

Several New Ports of Call

To pick up your next lead, return to head to Merseto and listen to the Gossip about a gifted spellcaster in Haruna. Haruna is your next destination (north of the laboratory), but your trip won't be a smooth one. On the way you'll be ambushed by a Bounty Hunter and his minions in an area called the Terana Plain. After the battle, you can hunt monster in the plain to earn ingredients needed for guild quests.



Kuril
Yeah, you're right.
We need every lead we can get.
Let's head to Haruna next.



Bounty Hunter
But I do care about that
reward posted on yer headst!
Sorrü, but yer goin' down!

Rushing Roget's Position

Roget's specialty is putting characters to sleep, so you'll need to throw nearly everyone at him to ensure enough fighters get through to go for a kill. Remember that Corselia's Kindness Drops can cure the sleep condition, but it isn't worth doing unless the cured character has a turn coming up soon.



New Guild Quests in Middleport

A handful of new Dispatch Quests appear in Middleport at the beginning of this chapter. You can't yet reach the Small Border Village, but when you can you'll find this quest can be quite lucrative. Your success will lead to Silver, Gold, and S-Rank Versions of the quests as well. (Each is one rank higher than the quest before.)

The Sparring Partner Wanted quest is also a series, requiring different weapons each time. The first one requires a spear-user like Eugene or Rachel.



The Bronze Medal

Rank	D
Fee	200
Reward (Potch)	1000
Reward (SP)	500
Deadline	None

Description

Show a Bronze Medal to the Boy in the Small Border Village.

A Feverish Child

Rank	C
Fee	300
Reward (Potch)	4000
Reward (SP)	800
Deadline	25 days

Description

Go get a Water Spirit Fragment.
(Water Spirit Fragments can be found or stolen from Water Elementals and Water Spirits.)

Sparring Partner Wanted (Part 1)

Rank	C
Fee	200
Reward (Potch)	3000
Reward (SP)	800
Term	18 days

Description

Send someone who uses a spear.
(The spear-user must have at least 25 STR and 20 SKL to succeed.)

MAP



AMBUSH AT TERANA PLAIN

Victory Condition
Defeat all enemy units.

Defeat Condition
Lose all friendly units.

ENEMY UNITS

Bandit (Axe) Lv. 18 / Lv. 20	-168/-188
Bandit (Bow) Lv. 17	-130
Red Mercenary Lv. 23	212
Blue Mercenary Lv. 22	179
Yellow Mercenary Lv. 23	191
Mercenary Leader Lv. 22	164
Bounty Hunter Lv. 26	216
Wind Elemental Lv. 20	-148

TREASURES

- Dig Spot #1 - Wing Mail
- Dig Spot #2 - Wizard Orb

A Strong Defensive Formation

Pick an opening party of archers, spellcasters, a few heavies, and anyone with the Extra Move skill. Keep your group in a tight formation and in position for area-effect Cooperative Attacks. Have Gary and Pablo give everyone stat boosts, and let your foes come to you. Try to avoid scattering for as long as possible so there is no one unit your foes can single out and your foes will have to come in formations that leave them vulnerable to spells and Cooperative Attacks.



Pick Off the Two Key Targets

If you can stay on your side of the field, you won't have to deal with the Bounty Hunter and Mercenary Leader until most of the foes have been cleared. When these two foes finally move in, you have to destroy them immediately. The Mercenary Leader will cast a level 3 flame spell that could kill a half-dozen characters, so intercept her with as many of your expendable characters (the kind that withdraw instead of die) as you can afford to send.



The Bounty Hunter is second to arrive, and he can dish out a serious beating. By now, Andarc should know the Berserk Blow spell, which can take out a large chunk of the Bounty Hunter's health, provided you can cast it from a safe place.

Clean Up the Spoils of War

After the last enemy falls, there should still be a Wind Elemental scurrying around. That's your cue to switch in Rene and go hunting for the rare Wizard Orb in this map.



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CHAPTER 14
OUT TO GET THE OUTLAWS

Chapter 15 Hope in Haruna

New Developments in Both Nations

You'll meet two old acquaintances in the Terana Plains: Heinz and Coop. Both will join you, but only Coop is an actual character that can participate battle. Your destiny awaits in Haruna, to the north, but your destiny is willing to wait if you'd like to head south to recruit some new allies and

make progress on a handful of guild quests.

Coop
Joins at Level 15

Class
Weapon Level 4
Weapon Power 62

Skills
Counterattack C
Battle Lust D

Stats
ATK 86 STR 24 PDF 17
DEF 33 SKILL 13 MDF 8
MOVE 5 MAG 6 SPEED 13
JUMP 2 EVA 14 LUCK 16

The Rose Crest At Last!

If you have accepted the "Dear Friend..." quest and have received the Crystal Ball in Razril, then there will be a second battle waiting in the Terana Plains. When you opt to depart from the Plains, you'll immediately run into the Bandit that stole the Rose Crest, as well as Charlemagne, a friend of Reinbach's who is already on the case.



Trophies in the Hunting Grounds

All of the new Guild Quests in Chapter 6 require you to acquire obscure items and deliver them somewhere. Middleport is far away, but you can get a head start on these quests by gathering the items now. Many of the items (Savage Sprout Flowers, Furball Pelts and Giant Bird Feathers) can be found right here in the Terana Plains, in the possession of several strange enemies.

Among these enemies are Savage Sprouts, the source of several different trophies. These creatures have the ability to suck your party members into their mouths, where they'll take constant damage on each

of their turns until they're freed when the sprout is slain.

When you tire of the Terana Plains, sign up for the "Blue Savage Sprout Flower Wanted" quest, which will open up yet another grassy plain. If you can't find a monster item in the Terana Plains, it's probably in the Xasta Grasslands, where Horned Behemoths and Ogre Frogs join the sprouts and Ostriches.

Your foes here are almost universally Fire-type, so your own Fire-type and Water-type characters are the best picks. You don't need to keep Charlemagne alive, but he does provide a handy distraction, so you may want to keep his HP up. Grab the Rose Crest out of the bandit's chest and slay every enemy on the map to complete this event. See the Guild Quests section for more details.



New Quests in Chapter 15

Nearly all of the new quests in this chapter require the acquisition of special items from your new monster hunting grounds. Most are straightforward errand quests, but "Medicinal Roots Wanted" offers a special twist—you have to deliver the roots to Yu in Obel, who will join your party. His special healing abilities make him a great asset, but the roots he wants aren't easy to get. For best results, recruit Noah at Merseto Port first, then have her steal twice from each Savage Sprout to get roots without fail.



The Ultimate Ingredients (Part 1)

Rank	D
Fee	200
Reward (Potch)	2500
Reward (SP)	800
Deadline	60 days

Description

Go get a Savage Sprout Flower.
(Take or steal from Savage Sprouts in Terana Plains or Xasta Grasslands.)

The Ultimate Ingredients (Part 2)

Rank	C
Fee	400
Reward (Potch)	3500
Reward (SP)	800
Deadline	30 days

Description

Go get a Dragon Fin.
(Take from dragons in elemental chambers in Ruins of Obel. Appears only after completion of Part 1.)

Medicinal Roots Wanted

Rank	D
Fee	200
Reward (Potch)	1500
Reward (SP)	1000
Deadline	None

Description

Get three Savage Sprout Roots.
(Take or steal from Savage Sprouts in Terana Plain or Xasta Grasslands.)

Wholesale Service

Rank	E
Fee	100
Reward (Potch)	3000
Reward (SP)	500
Deadline	None

Description

Collect 10 Furball Pelts on the Terana Plain.
(Succeeding at this quest will help Chieppoo's business.)

Fur Capes Wanted

Rank	E
Fee	100
Reward (Potch)	3000
Reward (SP)	200
Deadline	30 days

Description

Go get five Fur Capes.
(Succeeding at this quest will hurt Chieppoo's business.)

Giant Bird Feather Wanted

Rank	E
Fee	100
Reward (Potch)	1200
Reward (SP)	200
Deadline	60 days

Description

Go get a Giant Bird Feather.
(Dropped by Ostrich enemies in Terana Plain and Xasta Grasslands.)

A Present for Big Brother

Rank	C
Fee	400
Reward (Potch)	1000
Reward (SP)	1000
Deadline	30 days

Description

Go get one Lightning Spirit Fragment.
(Take or steal from Lightning Elementals or Spirits. Quest appears after completion of "Giant Bird Feather Wanted.")

Blue Savage Sprout Flower Wanted

Rank	E
Fee	400
Reward (Potch)	5000
Reward (SP)	800
Deadline	None

Description

Go get a Blue Savage Sprout Flower.
(After accepting this quest, you will find the flower in a special battle at the Xasta Grasslands.)

Several New Ports of Call

If you return to Merseto to catch up on the gossip, the Old Man will tell you about an impending attack on some Nay-Kobold merchants. You will then be able to return to the Merseto Port, where you'll find the battle already underway.

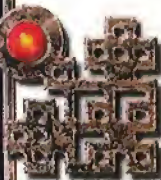


Use high-mobility characters and Kangacorn riders, since you can't count on the boats to make a path across the canal. The Nay-Kobolds are pretty tough and can usually handle the initial batch of bandits, but things will get tougher for them when the reinforcements come in from the west. You will not be penalized if they are forced to withdraw from the battle, but the battle will be easier with their help.

This one is as simple as it looks; no reinforcements, no dig spots, just a rush to catch up with the Nay-Kobolds and slay their assailants. The scattered crates contain only minor random items, but are worth a fair amount of EXP when smashed by low-level characters.

When the battlefield is clear of bandits, all three Nay-Kobolds will join your party. Noah is a particularly noteworthy recruit, since she is the only character with the Steal skill.





Noah*
Joins at Level 23

Soft Hand
Crescent Level 1
Weapon Power 0

170 / 170 4 • 1 • 0 • 0

Skills		Runes	
Steal	E		
Dodge	S		
			Mischief Rune

ATK	25	STR	25	PDF	24
DEF	44	SKILL	29	MDF	16
MOVE	6	MAG	22	SPEED	42
JUMP	2	EVA	39	LUCK	24

Nalkul*
Joins at Level 25

Oye
Crescent Level 1
Weapon Power 10

210 / 210 5 • 2 • 1 • 0

Skills		Runes	
Battle Lust	C		
			Lion Rune

ATK	36	STR	26	PDF	27
DEF	47	SKILL	39	MDF	34
MOVE	6	MAG	12	SPEED	43
JUMP	3	EVA	41	LUCK	30

Champo*
Joins at Level 24

Claws
Crescent Level 1
Weapon Power 10

224 / 224 4 • 1 • 0 • 0

Skills		Runes	
Guard	C		
			Balloon Rune

ATK	46	STR	36	PDF	26
DEF	46	SKILL	29	MDF	20
MOVE	6	MAG	13	SPEED	39
JUMP	3	EVA	30	LUCK	28

NOTES

FRONTIER TOWN HARUNA

Let Simeon Handle Simeon

Simeon begins this mission surrounded by three guardsmen, in what seems like certain peril. But Simeon will have an easier time with this mission than you might; he's a Water-type spellcaster under siege by Fire-type guards, and his mastery of the terrain will allow him to constantly regenerate life while his foes are constantly losing it. Usually Simeon will clear the courtyard himself, but every now and then he'll run into trouble and you'll need to give him a

boost by shooting down one of the soldiers or sending some Kindness Drops his way.



Rooftop Reinforcements

That leaves your group with only a few small bands of soldiers to handle. You probably won't be surprised to hear that a second wave of warriors appears after you defeat most of the first, but you may be caught off guard by just how powerful the reinforcements are. They range in level from 24 to 27, and are quite capable of killing a weaker party member in a single attack. While you can start this battle with warriors-in-training, when the reinforcements appear you should pull out anyone under level 20 and replace them with your highest-level fighters or storyline characters who can't be permanently killed. The one exception is characters with the Earth Rune. Since the toughest reinforcements are Lightning-type, it's easy for Earth Rune and Mother Earth Sword rune users to pull the rug out from under them.



Force Your Foes to Come to You

Early in the battle, use high mobility characters and Kangacorns to get across the bridge to the next rooftop before your enemies can block the path. It is here that you'll make your stand, so focus on setting up a good defensive formation. The truly deadly reinforcements will appear on the building to your left, and the only access point is right here. You'll see what appears to be a ramp ahead, but only characters with a Jump score of 3 can use it.

These reinforcements include a high-level spellcaster who must be eliminated before he can pick off all your characters with Berserk Blow spells. Move in and take



the rooftop by force, even if that means leaving active archers on the other building. The fighters on the upper rooftop seem to have an unlimited supply of Mega Potions, so mind the turn order and focus on a character who won't have a chance to heal before you can overwhelm him.

Treasure Hunting in Haruna

With no elementals on this map, you'll be forced to do your digging while active enemies remain. To get the loot, clear off the lower rooftop, then switch someone out for Rene while the others continue the fight. Rene will find one item on the lower rooftop, and one in the courtyard with Simeon.



DATA

ENEMY UNITS

Kik Bowman Lv. 22-24	~166/180
Kik Swordsman Lv. 21-22	~176-190
Kik Spearman Lv. 22	~183
Kik Staff-user Lv. 23	~151
Officer Lv. 26	~246

DATA

ALLY UNITS

Simeon Lv. 26	170
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DATA

TREASURES

Dig Spot #1 - Gold Bracers
Dig Spot #2 - Flowing Robe
Treasure Chest - Ninja Garb

Simeon
Joins at Level 26

Flycatcher
Crescent Level 1
Weapon Power 8

170 / 170 7 • 5 • 2 • 1

Skills		Runes	
Water Magic	A		
Concentration	B		Wind Rune
			Flowing Rune

ATK	21	STR	13	PDF	16
DEF	42	SKILL	18	MDF	47
MOVE	4	MAG	41	SPEED	29
JUMP	1	EVA	24	LUCK	32



Chapter 16 Bordering on Destruction

Kooluk's Northern Border

Your next destination is the Small Border Village, north of Haruna. Before you head that way, you can do some shopping or backtrack to pick up a pair of new recruits.

Shops in Haruna

Outfitter		
Magic Robe	3200	
Silver Chain Mail	3200	
Silver Mail	5200	
Knight Armor	7000	
Master's Vest	8000	
BODY		
Silver Bracelet	1800	
Ninja Braces	3000	
Silver Bracers	2200	
Wing Shield	2400	
HAND		
Medicine	20	
Mega Medicine	150	
Salad	200	
Killer Ring	4000	
Godspeed Anklet	4000	
Magical Cape	4000	
Rage Force Bead	200	
Flowing Force Bead	200	
Thunder Force Bead	200	
Cyclone Force Bead	200	
M. Earth Force Bead	200	
OTHER		
One-Piece Dress (30%)	2500	
Power Glove (50%)	5000	
Dragon Scale Bracers (10%)	6000	
BARGAIN		

Blacksmith

Hone to Level 5	5000
-----------------	------

Rune Master

Fire Orb	500
Water Orb	500
Lightning Orb	500
Wind Orb	500
Earth Orb	500
Rage Sword Orb	600
Flowing Sword Orb	600
Thunder Sword Orb	600
Cyclone Sword Orb	600
M. Earth Sword Orb	600
Warrior Orb	13000
Gale Orb	3000
Killer Orb	5000

The Bandit and Her Mark

If you return to Merseto on this chapter or any time after, you'll find Reinhold wandering the streets. Speak to him (via the Gossip menu) and he'll tell you of a woman who robbed him in the Terana Plains. Head that way yourself, and Kyril will end up in a one-on-one duel with the young thief.

Mitsuba is quick (she sometimes gets

two turns in a row) and has some fairly potent moves. Even if you're a few levels below her, you can usually win by backing up on your first turn and changing the terrain to your liking. This should give you enough defensive power and healing to survive long enough to get behind Mitsuba and strike her until you win.

Impressed by your strength, Mitsuba will join your party immediately. When you return to Merseto, Reinhold will join up too. One interesting property of Mitsuba is that her element always matches the day of the week. This can be a little confusing, but it can be an asset when challenging the elemental chambers in the Ruins of Obel.



Mitsuba*
Joins at Level 26

Stone Breaker
Crescent Level 1
Weapon Power 18

270 / 270 3 • 0 • 0 • 0

Skills	Runes
Smash C	Chameleon Rune
—	Titan Rune
—	—

ATK 66	STR 48	PDF 29
DEF 53	SKILL 19	MDF 29
MOVE 5	MAG 12	SPEED 29
JUMP 2	EVA 28	LUCK 41

Reinhold***
Joins at Level 26

Ruby Fambse Spear
Crescent Level 3
Weapon Power 42

240 / 240 4 • 1 • 0 • 0

Skills	Runes
Battle Lust C	—
—	—
—	—

ATK 76	STR 34	PDF 24
DEF 40	SKILL 29	MDF 29
MOVE 5	MAG 20	SPEED 29
JUMP 2	EVA 29	LUCK 20

First Batch of Rank B Guild Quests

If you've had some success with the trophy quests in the last chapter, you should be reaching Rank B at this point. That will open up a lot of new quests, including "Missing Children," in which you can recruit Karl by having Kyril talk to him in battle.

Missing Children

Rank	B
Fee	800
Reward (Potch)	10000
Reward (SP)	500
Deadline	None

Description

Go find out what happened to the children at the Ruins of Collanbal.

A Diamond's Sparkle is Like...

Rank	B
Fee	800
Reward (Potch)	8500
Reward (SP)	400
Deadline	None

Description

Go get five Diamonds.
(Succeeding at this quest will help Chieppo's business.)

The Ruins of Obel (Part 3)

Rank	B
Fee	800
Reward (Potch)	8000
Reward (SP)	900
Deadline	30 days

Description

Go find an Ancient Dish amid the Ruins of Obel. Note: Dig skill required. (Found on the fifth map of the Ruins of Obel. Quest appears after completing Part 2.)

Sparring Partner Wanted (Part 2)

Rank	B
Fee	800
Reward (Potch)	6000
Reward (SP)	1000
Term	18 days

Description

Send someone who uses a great sword.
(Only a great sword-user with at least 35 STR and 30 Skill can succeed at this quest.)

A New Menu (Part 3)

Rank	B
Fee	800
Reward (Potch)	5000
Reward (SP)	1200
Deadline	30 days

Description

Go get a Horned Behemoth Tail.
(Take or steal from Horned Behemoths in the Xasta Grasslands. Quest appears after completing Part 2.)

Representative Wanted

Rank	B
Fee	800
Reward (Potch)	4500
Reward (SP)	1000
Deadline	None

Description

Go to Middleport on behalf of Chieppo.
(Succeeding at this quest will help Chieppo's business.)

Bouncer Wanted

Rank	B
Fee	800
Reward (Potch)	4000
Reward (SP)	500
Term	30 days

Description

Send a party member to be a live-in bouncer.
(Only a character with an Attack score of 100 or higher can succeed at this quest.)

Pirate Hunt (Part 2)

Rank	B
Fee	800
Reward (Potch)	8000
Reward (SP)	1000
Deadline	20 days

Description

Teach the pirates another lesson on Nay Island.
(Only a character with at least 25 STR and 25 MAG can succeed at this quest.)

A New Menu (Part 2)

Rank	B
Fee	800
Reward (Potch)	5000
Reward (SP)	1000
Deadline	60 days

Description

Go get an Ostrich Egg.
(Dropped by Ostrich creatures in Terana Plain and Xasta Grasslands. Quest appears after completing Part 1.)

Giant Crab Shells Wanted

Rank	B
Fee	800
Reward (Potch)	1500
Reward (SP)	500
Deadline	None

Description

Go get three Giant Crab Shells.
(Take or steal from Giant Crabs in the Mido Shallows. Succeeding at this quest will help Chieppo's business.)

Another True Believer

When you enter the Small Border Village you'll run into Frederica, who shares your opinion about the Rune Cannons that have been positioned at the border. She is an archer and a storyline character, so she will prove to be quite an asset in the missions to come. If you intend to use her in the battle to come, use the "Change Equipment" option to gear her up first.

Frederica
Joins at Level 27

Snake Bone Bow
Crescent Level 5
Weapon Power 62

203 / 203 4 • 2 • 1 • 0

Skills	Runes
Battle Lust C	—
Sniper B	Hawk Rune
—	—

ATK 94	STR 32	PDF 24
DEF 40	SKILL 38	MDF 25
MOVE 5	MAG 31	SPEED 42
JUMP 2	EVA 35	LUCK 36

Out of Cannon Range

The odds certainly look grim at the beginning of this battle; you're facing a field littered with Rune Cannons, and while they can't turn you into fish people, each can blow a wide swath of terrain to kingdom come. The first priority is getting out of their range, which you can accomplish by moving to the area at the foot of the large staircase. Change the terrain to your liking and let the first wave of enemies come to you while you make your stand.





TACTICS

WALKTHROUGH

GUILD QUESTS

CHARACTER INFO

ART SOURCE

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Hope Comes on Owl Wings

After Kyril's third turn, reinforcements will arrive, and for once they're on your side! Three characters will join you here: Paula, Jewel, and Selma. The former two are riding Giant Owls, which will happily join your cause and provide a solution to the Rune Cannon problem. Have Selma scurry over to your camp while the owl-riders destroy the two cannons on the southwest side of the map.



Rushing the Upper Cannons

As you rush the other rune cannons, your foes will get some reinforcements of their own: A bunch of strategically placed archers and a trio of owl-mounted knights. It's tempting to rush the cannons, but all of your new recruits can die if their HP reaches 0, so it's safer to have them rejoin your group for healing (both carry Mega Medicines) and to help overwhelm the foes in the middle of the map.

The reinforcement archers tend to use Force Beads to put each rune cannon into a patch of its own element, which makes them difficult to destroy and increases their damage. For the safety of your ground forces, the first priority should be reversing the cannons' elemental terrain.



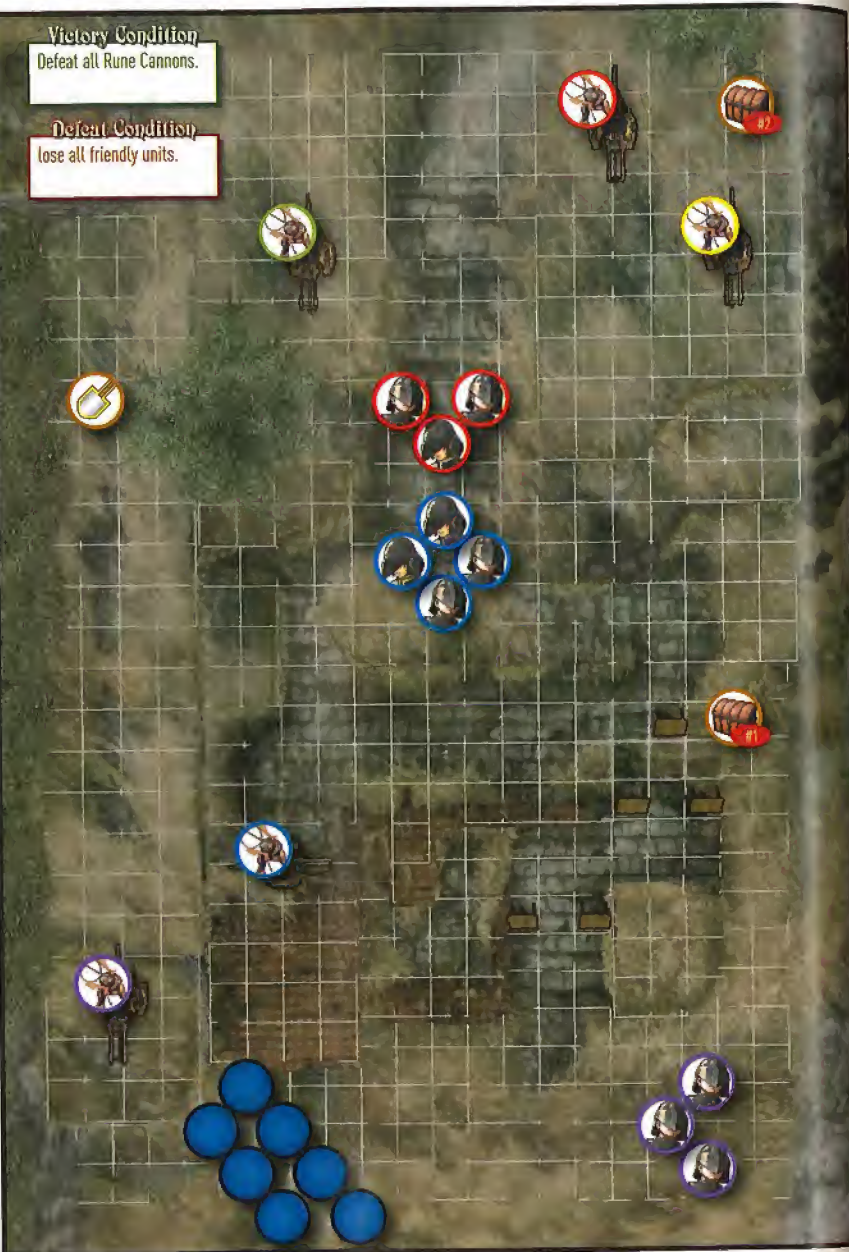
MAP



SMALL BORDER VILLAGE

Victory Condition
Defeat all Rune Cannons.

Defeat Condition
lose all friendly units.



The Great Owl Express

Since the Great Owls are the only quick way to reach the Rune Cannons, you may want to have Jewel and Flare dismount near the next cannon they reach and destroy it on foot. That will allow characters elsewhere on the map to mount the owls and take off for other rune cannons. Everyone who could ride a Kangacorn can ride a Great Owl (except Sigurd), and there are a few characters who can only ride owls, like Flare and Frederica.

ENEMY UNITS

Kik Bowman Lv. 25	→	~188
Kik Swordsman Lv. 25-28	→	~210-235
Kik Spearman Lv. 24-28	→	~200-235
Kik Staff-user Lv. 25	→	~168
Officer Lv. 29	→	~270
Rune Cannon Lv. 24-26	→	~250-270

TREASURES

Treasure Chest #1 - Silver Mail
Treasure Chest #2 - Mother Earth Orb
Dig Spot - General Armor

Paula
Joins at Level 27

Shiny Sword
Weapon Level 5
Weapon Power 64

201 / 201 4 • 2 • 1 • 0

Skills
Parry B
Battle Lust C
Counterattack B

Runes
Giant Owl Rune

ATK 95	STR 31	PDF 22
DEF 56	SKILL 38	MDF 46
MOVE 6	MAG 37	SPEED 37
JUMP 2	EVA 41	LUCK 30

Jewel
Joins at Level 27

White Sword
Weapon Level 5
Weapon Power 64

227 / 227 4 • 1 • 0 • 0

Skills
Dodge B
Sniper B
Counterattack B

Runes
Flowing Sword Rune

ATK 103	STR 39	PDF 33
DEF 67	SKILL 30	MDF 32
MOVE 6	MAG 25	SPEED 33
JUMP 2	EVA 43	LUCK 32

Selma
Joins at Level 27

Wave-Slicing Sword
Weapon Level 5
Weapon Power 78

277 / 277 4 • 1 • 0 • 0

Skills
Smash B
Counterattack B
Guard C

Runes
Titan Rune

ATK 115	STR 37	PDF 31
DEF 67	SKILL 31	MDF 23
MOVE 5	MAG 25	SPEED 30
JUMP 2	EVA 31	LUCK 30

Chapter 17

The Hammer Comes Down

Small Border Village Shops

Outfitter	
Rage Robe	6000
Flowing Robe	6000
Cyclone Robe	6000
Thunder Robe	6000
Mother Earth Robe	6000
Gold Chain Mail	5000
Ninja Garb	7000
Gold Mail	8000
Mother Earth Armor	9000
General Armor	12000
HAND	
Gold Bracelet	3200
Power Gloves	5000
Gold Bracers	4000
Master's Wristbands	4000
OTHER	
Medicine	20
Mega Medicine	150
Salad	200
Rage Force Bead	200
Flowing Force Bead	200
Thunder Force Bead	200
Cyclone Force Bead	200
M. Earth Force Bead	200
BARGAIN	
Party Dress (20%)	4800
Stardust Dress (10%)	6000
Battle Bracelet (20%)	6000
Viking Shield (30%)	4000
Blacksmith	
Hone to Level 6	7500

Shops in the Border Village

This Border Village may be small, but its Outfitter is first rate. If its excellent armor selection somehow manages to leave you with a few thousands Potch in your pocket, you can also get your weapons upgraded to level 6 here.

There are several fine Bargain Items as well, although the odds of them appearing are unusually small. Bargain shop stock changes every twenty minutes, so check back often.

Rune Master	
Fire Orb	500
Water Orb	500
Lightning Orb	500
Wind Orb	500
Earth Orb	500
Rage Sword Orb	600
Flowing Sword Orb	600
Thunder Sword Orb	600
Cyclone Sword Orb	600
M. Earth Sword Orb	600
Giant Owl Orb	1000
Wizard Orb	30000
Counter Orb	3000

The Guild Quest Report

You have an opportunity to make a bit of cash through guild quests here. This village is home to the boy who put a Guild Quest notice up because he wanted to see a Bronze Medal, and when you fulfill that quest it will be replaced with another where he wants to see a Silver Medal, and so on. You can also enter the new Protect the Village From Pirates Quest (provided you're Rank B or higher), a Dispatch Quest that offers 8,000 Potch and a third Giant Owl as a reward! Success will require an Attack score of 110 and a Defense of 60, which is right within the grasp of the newly recruited Selma.

Protect the Village from Pirates

Rank	B
Fee	800
Reward (Potch)	8000
Reward (SP)	1000
Deadline	30 days

Description

Send someone to protect the village. (Only a character with at least 110 ATK and 60 DEF can succeed at this quest.)

SUIKODEN TACTICS

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SUIKODEN TACTICS

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CHAPTER 17

THE HAMMER COMES DOWN



TACTICS

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The Girl on the Run

If you visit Haruna in this chapter, or any time after, you'll see a new option in the list of locations. Choose "To the Street Corner," and you'll come across Kate, an acquaintance of Mizuki's, who is on the run from local soldiers. Agree to help, and an optional battle will begin. If you can keep Kate alive throughout, she'll offer to join at the battle's end.

Kate will usually attempt to run to the courtyard where Simeon made his stand, and if you can engage the soldiers in the first few turns they'll ignore her and focus

on you. Getting your troops to the front line should be much easier this time, thanks to your new Great Owls! The foes here are scattered and not particularly difficult, so this battle should be easier than your last rooftop brawl. Take the opportunity to level up lagging characters for the tougher battles ahead.

When you recruit Kate, use her along with Mizuki and Akaghi to learn a powerful new Cooperative Attack.



* This character's level will match Kyril's when recruited. Approximate stats are shown.

Kate
Joins at Level 28

Black Flower
Crescent Level 1
Weapon Power 12

209 / 209 HP 5 • 2 • 1 • 0

Skills
Battle Lust B
Sniper B

Runes
Eagle Rune

ATK	42	STR	30	PDF	30
DEF	53	SKILL	41	MDF	21
MOVE	5	MAG	26	SPEED	53
JUMP	3	EVA	53	LUCK	24

NOTES



DEFEAT MARTIN AT MIDO SHALLOWS

The Elemental Land Grab

In a river of Water element, Water-type characters are an easy choice. However, don't rely on them entirely; each of the enemy groups has an elemental theme, and the first order of business will be to change the terrain to their liking. You'll need a variety of characters and terrain-changing effects to reverse the terrain beneath their feet or at least negate the advantages by switching it to something neutral.



Your Opening Gambit

You're very close to the first batch of foes, so keep that in mind as you do your character placements. With a bit of planning you can set up the nearest group for a devastating turn 1 move, like Sigurd or Kate's Piercing Shot.



A Focused Offense

You may be tempted to fight defensively to protect Kyril and Corselia, but on this wide-

open map a focused offense is the key. Most groups of foes have a mage capable of casting third or fourth level spells, and you need widely spaced high-mobility characters to get in there and shut them down before the spells can go off. Corselia and Kyril should head up the rear, but stay close enough to heal the troops. Keeping them in formation for an Ice Crush Attack should pay off frequently.



The Final Enemy Waves

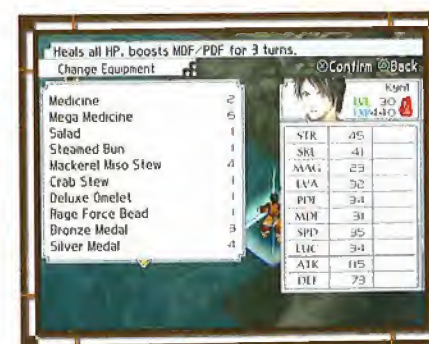
Your enemy will have two waves of reinforcements, both of which appear near Martin. This time it pays to hesitate, since Martin will stay out of the battle if you hang back and force his grunts to come to you.

Kyril's Duel With Martin

After the battle, Martin will challenge Kyril to a one-on-one duel. Before the battle begins, make sure your hero has a few healing items, particularly the kind that boost his defense after being consumed.

If you get the first move, step back and change the terrain beneath you and in front of you to Fire, so that your back is exposed only to a square of Water. Since Martin is also fire type, this will force him to choose between your most vulnerable spot and a stat boost for himself. If you have trouble hitting him head-to-head, use your Rune moves.

If the fight proves difficult, be persistent and continue as often as you need to. You'll constantly accrue experience, and eventually you'll level up at an opportune time, regain all your health, and crush Martin.



Victory Condition (1st)
Defeat all enemy units except Martin.

Defeat Condition (1st)
Withdraw with Kyril or Corselia.



ENEMY UNITS

Kik Bowman Lv. 26-27	→	~190-205
Kik Swordsman Lv. 27	→	~225
Kik Spearman Lv. 26-28	→	~215-235
Kik Staff-user Lv. 27-28	→	~170-190
Officer Lv. 29	→	~264
Martin Lv. 32	→	297

TREASURES

Dig Spot #1 - Hero's Cape
Dig Spot #2 - Diamond
Dig Spot #3 - Prime Gold Ore



CHAPTER 17
THE HAMMER COMES DOWN

SUIKODEN TACTICS

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SUIKODEN TACTICS

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Chapter 18

The Imperial City of Graska

Shopping in Middleport

You won't be able to face any new enemies in the Mido Shallows, but treasure hunters can dig up a ton of stuff here. The high-level Fishmen that prowl the shallows can be tough, so use owls, high-mobility characters, or characters with projectile attacks to respond as soon as a blue fishman begin casting a spell. You can also enlist the help of the Giant Crabs by placing your characters so the Fishmen are between them and the crabs. The crabs' lightning blast will tear through them on the way to your characters!

Make sure to leave one Water Elemental alive to keep the battle going until Rene can dig up the last of the treasures.

The treasures primarily consist of Stones of Happiness and Diamonds, which are being sought after by Chieppoo and X & Co. in competing guild quests, one of which is added to the Quest Guild in this chapter.

Stones of Happiness Wanted

Rank	C
Fee	400
Reward (Potch)	2500
Reward (SP)	600
Deadline	None

Description

Go get five Stones of Happiness.
(Succeeding at this quest will help Chieppoo's business.)



NOTES

BATTLE AT THE PALACE GATES

Three Groups of Heroes

You begin with two small parties: Kyril and Corselia at the gates, joined by NPC allies Busk and Ornela, and four more fighters of your choice stationed at the other end of the map. These allies begin quite close to a pack of Fishmen, so plan your opening moves carefully. Starting Flare and Frederica on owlback and sending them to use Dance of the Hawk should be a powerful start.

After a few turns, Lino En Kuldes will

join the battle, together with his pair of NPC soldiers. You can control Lino, and can begin building some Good Will between Lino and Flare immediately. Eventually the two will develop a Cooperative Attack.

Lino En Kuldes
Joins at Level 31

Stats: HP 284 / 284, MP 4, 1, 0, 0

Skills: Armor Defense A, Battle Lust A, Deflect Missiles A

Runes: Unicorn Rune

ATK	125	STR	52	PDF	37
DEF	63	SKILL	33	MDF	27
MOVE	5	MAG	16	SPEED	25
JUMP	2	EVA	35	LUCK	33

Smashing the Gates

Kyril's group should have no trouble defeating the outnumbered soldiers, and are protected from the threats within the palace by a massive gate. Wait for the other characters to catch up, then smash it with physical attacks and prepare to rush Roget's position. Things will be tougher than they seem, though; several waves of staff-users and fishmen will appear in the palace when the gates are opened.



Silence the Spellcasters

With five staff-users and a bunch of blue fishmen waiting behind the barricades, there has never been a better time for a trip to Silent Lake. The first character to approach the barricades should switch out for Simeon, whose Silent Lake rune attack can silence all spells that are currently being cast and prevent any future ones. There's nothing your enemies can do about it, so this one action will make half of their forces nearly useless. However, the effect doesn't last long, so you'll need to finish off the spellcasters quickly or cast it again.



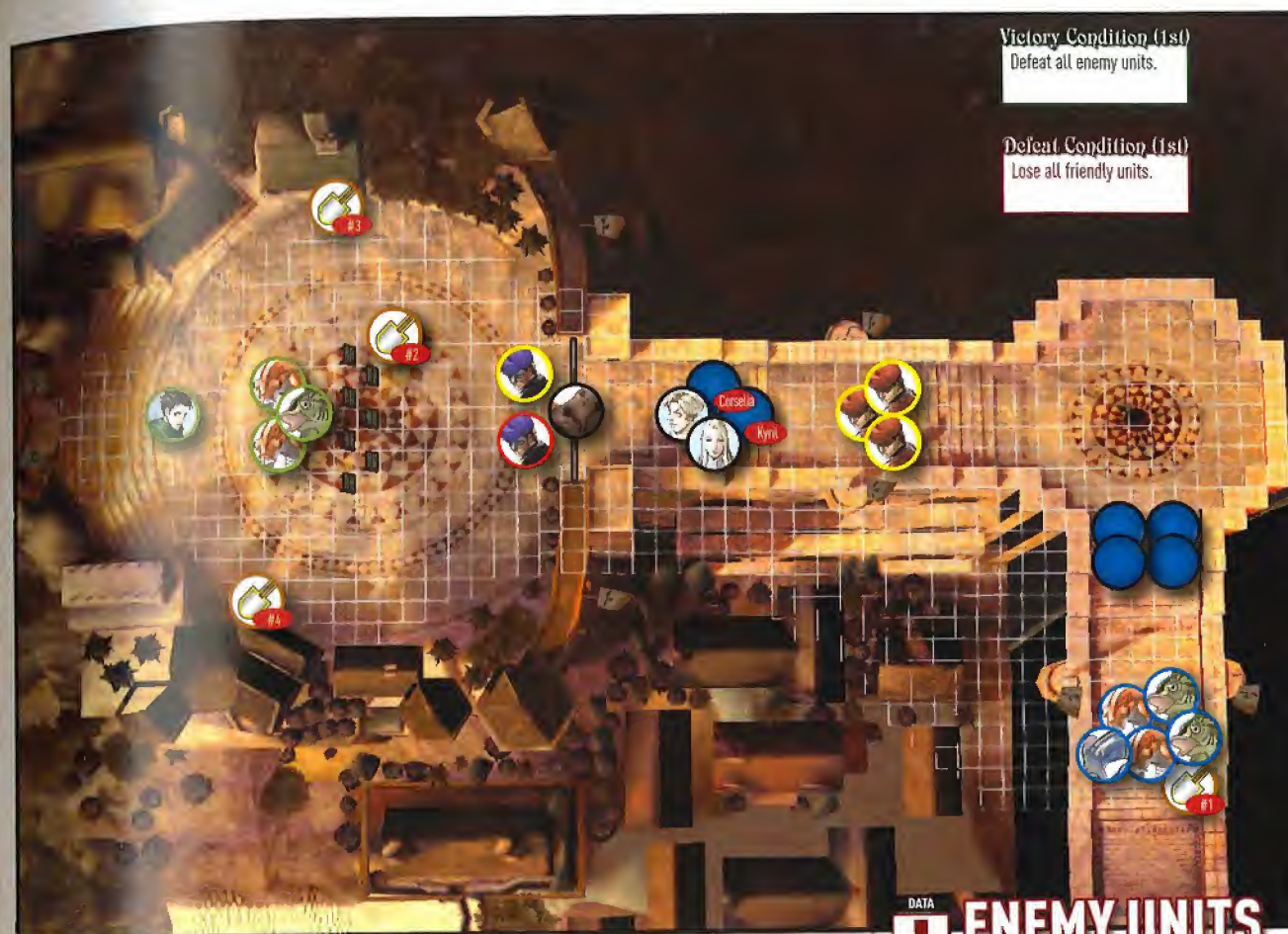
Changing Roget's Loyalties

While most of your party butchers the fishmen, have Kyril sneak around to Roget's position. If Kyril can reach Roget and talk to him before the battle ends, he will join your party. If you can't speak to him with Kyril, you'll have no choice but to treat him like an enemy and finish him off. Towards the end of the fight you should also switch out a straggling character for Rene, who can scour the palace for a record number of buried treasures. At the end of the fight, Ornela, Busk, and Busk's armored Kangacorn will join your party for good.



Victory Condition (1st)
Defeat all enemy units.

Defeat Condition (1st)
Lose all friendly units.



ENEMY UNITS

Pat. Swordsman Lv. 30	→	~250
Pat. Staff-user Lv. 30	→	~200
Fishman Lv. 28-29	→	~255-265
Fishman Lv. 28-30	→	~320-350
Fishman Lv. 28	→	~205
Roget Lv. 32	→	261
Graska Gates Lv. 20	→	500

ALLY UNITS

Busk	→	273
Ornela	→	222

TREASURES

Dig Spot #1 - Hunter's Orb
Dig Spot #2 - Platinum Gauntlets
Dig Spot #3 - Warrior Orb
Dig Spot #4 - Stardust Dress

Map Key

- Starting positions for party characters
- Enemy starting position (border color indicates element)
- Spot where Rene can Dig up a buried item



Busk

Joins at Level 30

Golden Spear

Weapon Level 6

Weapon Power 88

273 / 273

4 • 1 • 0 • 0

Skills

Battle Lust	B
Counterattack	B
Guard	B

Runes

ATK	131	STR	43	PDF	40
DEF	84	SKILL	34	MDF	34
MOVE	5	MAG	19	SPEED	35
JUMP	2	EVA	28	LUCK	42

Ornela

Joins at Level 30

Great Lance

Weapon Level 6

Weapon Power 88

222 / 222

5 • 2 • 1 • 0

Skills

Battle Lust	B
Counterattack	B
Detect Missiles	B

Runes

ATK	130	STR	42	PDF	32
DEF	76	SKILL	45	MDF	33
MOVE	5	MAG	33	SPEED	47
JUMP	2	EVA	34	LUCK	35

Roget

Joins at Level 32

Metal Rod

Weapon Level 4

Weapon Power 38

265 / 265

7 • 5 • 2 • 1

Skills

Concentration	A
Wind Magic	A
—	—

Runes

ATK	61	STR	23	PDF	25
DEF	47	SKILL	28	MDF	43
MOVE	4	MAG	42	SPEED	45
JUMP	1	EVA	39	LUCK	25

Chapter 19

A Palace Stained With Blood

Shops in Graska

Outfitter

Shimmering Robe	8000
Dragon Scale Robe	15000
Platinum Mail	18000
Party Dress	4800
Noble Garb	18000
Tai Chi Garb	10000

BODY

Sage's Bracelet	8000
Platinum Gloves	8000
Platinum Gauntlets	8000
Dragon Shield	7000
Noble's Gloves	4000

HAND

Mega Medicine	150
Salad	200
Strength Sash	4000
Tome of Black Arts	4000
Godspeed Anklet	4000
Killer Ring	4000
Counter Ring	20000
Hero's Cape	2500
Rage Force Bead	200
Flowing Force Bead	200
Thunder Force Bead	200
Cyclone Force Bead	200
M. Earth Force Bead	200

OTHER

Element Robe (5%)	???
Magic Hand (30%)	4800
Kensei Garb (20%)	20000

BARGAIN



Blacksmith

Hone to Level 7 11000

Rune Master

Fire Orb	500
Water Orb	500
Lightning Orb	500
Wind Orb	500
Earth Orb	500
Rage Sword Orb	600
Flowing Sword Orb	600
Thunder Sword Orb	600
Cyclone Sword Orb	600
M. Earth Sword Orb	600
Kangacorn Orb	1000
Giant Owl Orb	1000

A Brief Stop in Graska

You won't need to do any traveling to complete this chapter. After browsing Graska's pricy shops, you can head right back into the palace to confront Iskas in this chapter's climactic battle. There are few bargains in Graska; while the armor may be exceptional, none of it comes cheap. The best deal is the Hero's Cape, a Fur Cape replacement that may provide a bigger defensive boost than some of the expensive suits of armor.

Adrienne's Legendary Hammer

The Graska blacksmith can hone a weapon all the way to Level 7. While Graska is the last town, that's not the highest level of weaponry. If you can get into the Rage Chamber in the Ruins of Obel (accessible only on Fire days), you'll find a Legendary Hammer among the treasures. Take the hammer to Adrienne in Obel, and she'll offer to hone your level 7 weapons up to level 8! Of course, achieving level 7 is so expensive you probably can't afford it for many characters anyway.

Simeon's Side Quest

In a camp intermission after your first palace battle, Simeon mentions two items he needs to research a potential cure for the Rune Cannon mutations. Getting the Alger Doll is relatively easy for those who have attained an A Rank or higher at the Quest Guild. Return there and you'll see a new quest called "The Collanbal Treasure." Dispatch someone with at least 45 Skill and 30 Speed, and they'll return with the doll.

Getting the Wizened Arm is much tougher. You can only find this in the Ruins of Obel's Mother Earth Chamber, a sixth floor that appears only after completing the ruins once and then challenging it again on an Earth element day. The Wizened Arm should be in a treasure chest there, although you'll have to battle deadly Spider Beetles and the Mother Earth Dragon before you can take it home. Make sure to bring Simeon along, since his Silent Lake spell can shut off the Spider Beetles' deadly area attacks.

After you've collected both items, the Simeon event will continue the next time you rest. He'll take you to the Secret Underground Path/Secret Room in Middleport, where you'll find yourself surrounded by Fishmen, and Simeon, Corselia and Kyril will be cut off from the rest of the group. Fortunately, you don't need to keep those three alive to win here. Choose high mobility characters and great owl riders to get in there and bail out your heroes, but don't sweat it if you suffer some casualties. After the battle, Simeon will announce his findings. There is no actual reward for this quest, and it won't affect the game's ending, but it does answer some storyline questions.



Other Quests in the First Batch of Rank A Guild Quests

The best of the Rank A Guild Quests is "Fragments of the Five Elements." If you can find or steal one of each elemental fragment, bring them to the inn in Haruna and Jeane, a powerful spellcaster, will join your party.

Fragments of the Five Elements

Rank	A
Fee	200
Reward (Potch)	5000
Reward (SP)	1000
Deadline	None

Description

Deliver the five kinds of Spirit Fragments to the Tavern in Haruna.

The Ruins of Obel (Part 4)

Rank	A
Fee	1200
Reward (Potch)	10000
Reward (SP)	1000
Deadline	30 days

Description

Go find an Ancient Ring amid the Ruins of Obel. Note: Dig skill required. (Found in version b of Map #5 in the Ruins of Obel. Quest appears only after completing part 3.)

Secret Letter X

Rank	A
Fee	1200
Reward (Potch)	10000
Reward (SP)	1000
Deadline	None

Description

Deliver the letter to the Merchant(?) on the Deserted Island. (Succeeding at this quest will hurt Chieppoo's business.)

Diamonds Wanted!

Rank	A
Fee	1200
Reward (Potch)	2000
Reward (SP)	500
Deadline	None

Description

Go get three Diamonds. (Prize includes a suit of Venus Armor. Quest appears only after completing "Giant Crab Shell Wanted".)

The Collanbal Treasure

Rank	A
Fee	1200
Reward (Potch)	7000
Reward (SP)	1000
Term	20 days

Description

Send someone to investigate the Ruins of Collanbal. (Only a character with at least 45 Skill and 30 Speed can complete this quest. Prize includes Alger Doll.)



Sparring Partner Wanted (Part 3)

Rank	A
Fee	1200
Reward (Potch)	10000
Reward (SP)	1500
Term	18 days

Description

Send someone who uses a staff. (Only a staff-user with a MAG score of 45 and an MDF score of 40 can complete this quest. Quest appears after completing Part 2.)

A New Taste Sensation!

Rank	A
Fee	800
Reward (Potch)	5000
Reward (SP)	800
Deadline	30 days

Description

Go buy one Dragon Bun. (Dragon Buns are sold in Iluya Island. Quest appears after completing the "Ultimate Ingredients" quests.)





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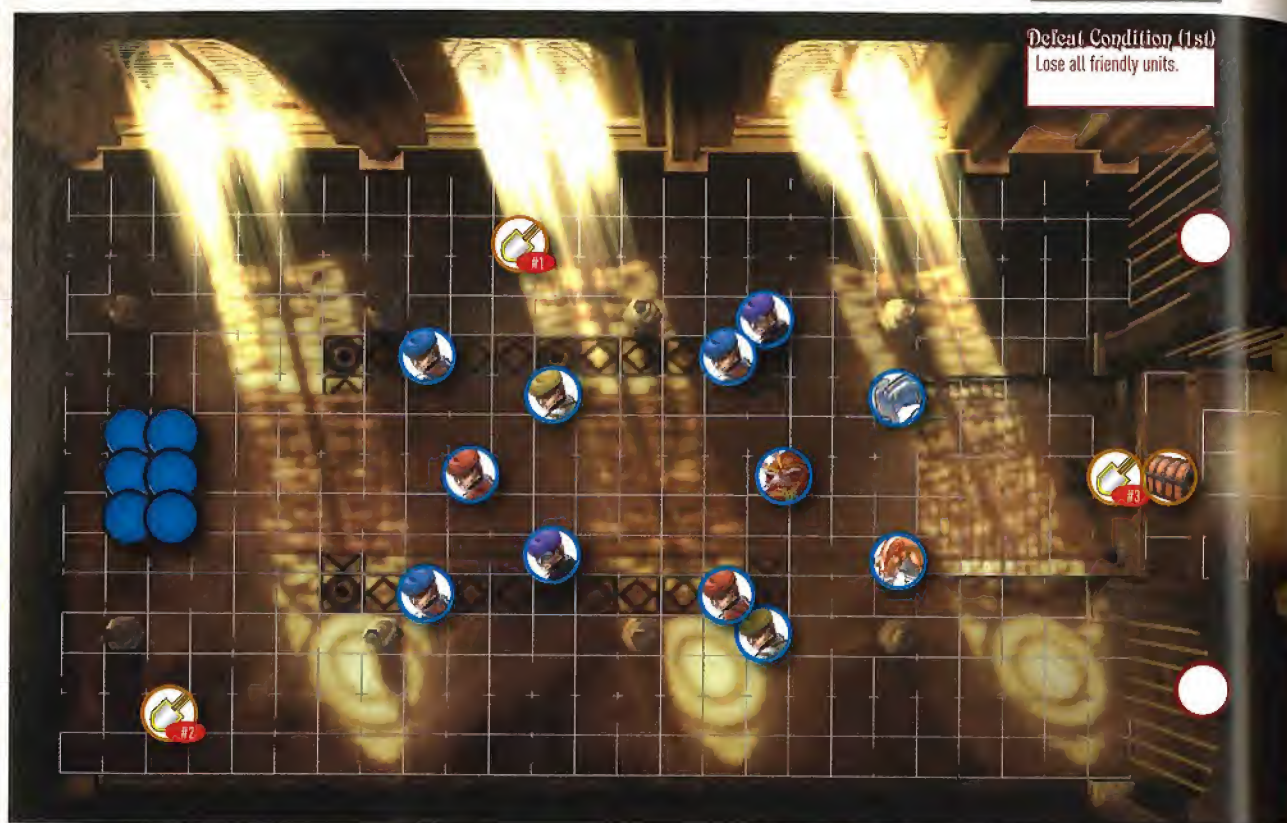
BATTLE IN GRASKA PALACE

Victory Condition (1st)

Defeat Eye Fish and
destroy Rune Cannons.

Defeat Condition (1st)

Lose all friendly units.



Water's Natural Enemy

The entire initial batch of enemies are all Water-type. That means two things: They'll create a lot of Water-type terrain to empower your own Water-type characters, and your Lightning-type characters will be fantastic here. Make sure to bring Andarc and anyone who has the Thunder Sword Rune and is capable of casting Thunder Sword (the third level move). That nasty rune attack leaves a trail of Lightning terrain behind you and beneath any enemy you attack.

Battling Eye Fish

If you start the Eye Fish battle with a jolt of electricity, you'll be in for a short fight. But Eye Fish will surely get a hit or two in, and you'll want to prepare by staggering your units. Eye Fish's swipe attack can hit every character within a 1 x 4 grid, so don't make it easy for him.



The Rune Cannons

These Rune Cannons don't fire like the other ones did. Instead, they constantly spawn new Fishmen, two at a time. There is no limit to the amount they can create,

ENEMY UNITS

Pat. Swordsman Lv. 32	→	~265
Pat. Spearman Lv. 32	→	~270
Pat. Bowman Lv. 30-32	→	~220-235
Pat. Staff-user Lv. 30-32	→	~195-210
Fishman Lv. 30	→	~220
Fishman Lv. 30	→	~270
Eye Fish Lv. 35	→	~351
Rune Cannon Lv. 28	→	100

TREASURES

Treasure Chest - Chaos Shield
Dig Spot #1 - Violence Orb
Dig Spot #2 - Dragon Scale Armor
Dig Spot #3 - Rage Orb

but they'll only spawn a new batch when the previous batch is defeated. So the best strategy is to slay the deadlier blue ones and leave the orange ones on the field to prevent any new reinforcements until you can get in range to destroy the cannon with a long-range attack.

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Treasures in the Palace

With one cannon down and only a single Fishman on the field, bring Rene in to search for treasure. The biggest prize is the Rage Orb between the pillar and the chest, between the two rune cannons. This rare orb is the enhanced version of the Fire Orb, which dispenses with the lowest level spell

and now tops off at the strongest fire spell of all. Give it to Maxine or Katrina and, if they're high enough level, they'll have some fun with it. Other buried treasures include a suit of Dragon Scale Armor and the Violence Orb, which gives its user a significant offensive and defensive boost whenever he or she lose more than half of their HP.

Chapter 20

A Parting of Ways

MAP



IMPERIAL CITY OF GRASKA II

Victory Condition (1st)

Defeat all enemy units.

Defeat Condition (1st)

Lose all friendly units.



Ambush at the City Gates

If you're eager to spend some money or attach your new runes, don't enter Graska! While you're free to depart the area and move anywhere you like on the map, you won't be able to visit any of Graska's shops without clearing this chapter's battle first.



ENEMY UNITS

Pat. Swordsman Lv. 32-34	→	~260-285
Pat. Bowman Lv. 33-34	→	~235-245
Pat. Spearman Lv. 32-34	→	~260-285
Pat. Staff-user Lv. 33	→	~210

TREASURES

Treasure Chest #1 - Guardian Vestment
Treasure Chest #2 - Ogre Breath
Dig Spot - Perfect Armor

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CHAPTER 20

A PARTING OF WAYS



Many Waves of Guards

In this massive brawl, ten fighters of your choice have to cut through nearly thirty enemy soldiers. With a lot of enemies in a fairly small area, you can use area effects constantly in this battle, so bring along everyone that can hit multiple foes in one strike: Spellcasters, lancers (with the Unicorn Rune), archers, knife-throwers, claw-wielders and groups of characters with area-effect Cooperative Attacks.



Bowling for Guardsmen

If your foes are going to insist on lining up like bowling pins, you might as well go bowling. Put at least one archer with the Hawk Rune or a knife thrower on a Kangaroo in your opening line, so you can march up and obliterate these chumps with Dance of the Hawk and Piercing Throw moves, respectively. While these guys dust the first few foes, have owl-riders or archers blast open the chests above the gate.



The Perfect Suit of Armor

When you destroy all the foes at the south end of the map, you'll need to turn back to the north to take out the final wave of enemies. Leave one unit behind to switch into Rene, who can find this map's only buried treasure: a suit of "Perfect Armor" that provides a Defense score of 40, a small boost in speed, and two additional ranks in the Armor Defense skill!



Chapter 21 A Warrior's Reckoning

The Final Series of Battles

There's still a lot of action ahead, but this is your absolute last chance to shop, caravan, or work on guild quests. When you enter the Secret Facility, there's no going back.

The Ever-Shifting Terrain

The little Rune Cannons in this stage don't do much. Instead of generating enemies, all they can really do is deliver a relatively painless zap to anyone within a few squares. Since they're off to the sides, they can be safely ignored. The big Rune Cannon behind Iskas, however, will certainly make its presence felt. Whenever it has a turn, it will change all of the patterned terrain on the map, to any element or even no element at all. You can still make your own terrain (even if it's on top of the pattern) so using the elemental sword skills from runes like

the Rage and Thunder Rune will protect key characters no matter what the big Rune Cannon does.

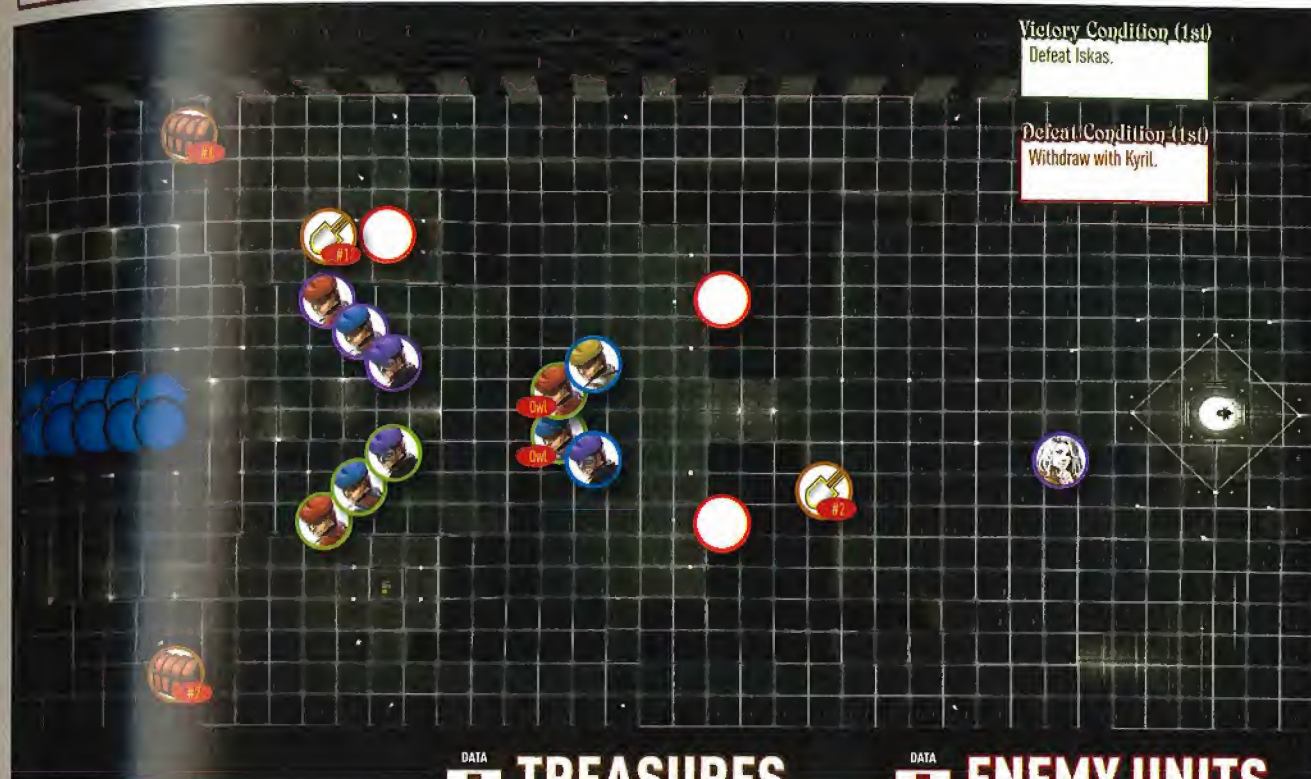


Enemies Lying in Wait

The only enemy you need to defeat is Iskas but you'll be in for several nasty surprises if you attempt to rush him. New enemies appear either when you defeat enough of the current enemies, or when you proceed far enough to the right. The enemies are very heavy on staff-users, which means they're easy to kill but potentially deadly. Use high-mobility characters and all of your mounts to make sure you can reach



SECRET PATRIARCHAL FACILITY - Part I



Victory Condition (1st)
Defeat Iskas.

Defeat Condition (1st)
Withdraw with Kyril.

TREASURES

- Treasure Chest #1 - Guardian Vestment
- Treasure Chest #2 - Hero Armor
- Dig Spot #1 - Guardian Bracelet
- Dig Spot #2 - Hero Shield

ENEMY UNITS

- Pat. Swordsman Lv. 34-35 ~280-290
- Pat. Spearman Lv. 34-35 ~280-290
- Pat. Bowman Lv. 35 ~255
- Pat. Staff-user Lv. 34-35 ~215-225
- Rune Cannon Lv. 35 ~360
- Iskas Lv. 40 332

The Last Treasure Hunt

Your quest is nearly at its end, but there's still treasure hunting to do. Have a winged archer take down the chests to your left and right near the entrance and you may also want to pull Rene off of the bench while your other characters fight Iskas. You won't have another chance to Caravan, but you can change your equipment at the beginning of the next fight. The Hero Armor is highly recommended for Kyril, since his withdrawal will spell defeat in any of the final battles.



Earth to Iskas

Iskas is completely immune to spells and special attacks, so you'll need to beat him with the standard attack option. The only real rune that still works is the elemental sword series, so use the Mother Earth Sword to change his turf to earth so everyone else will stand a better chance of landing a hit. Even when he's in his worst element, Iskas is quite adept at dodging, so Gary is an unlikely MVP in this battle.





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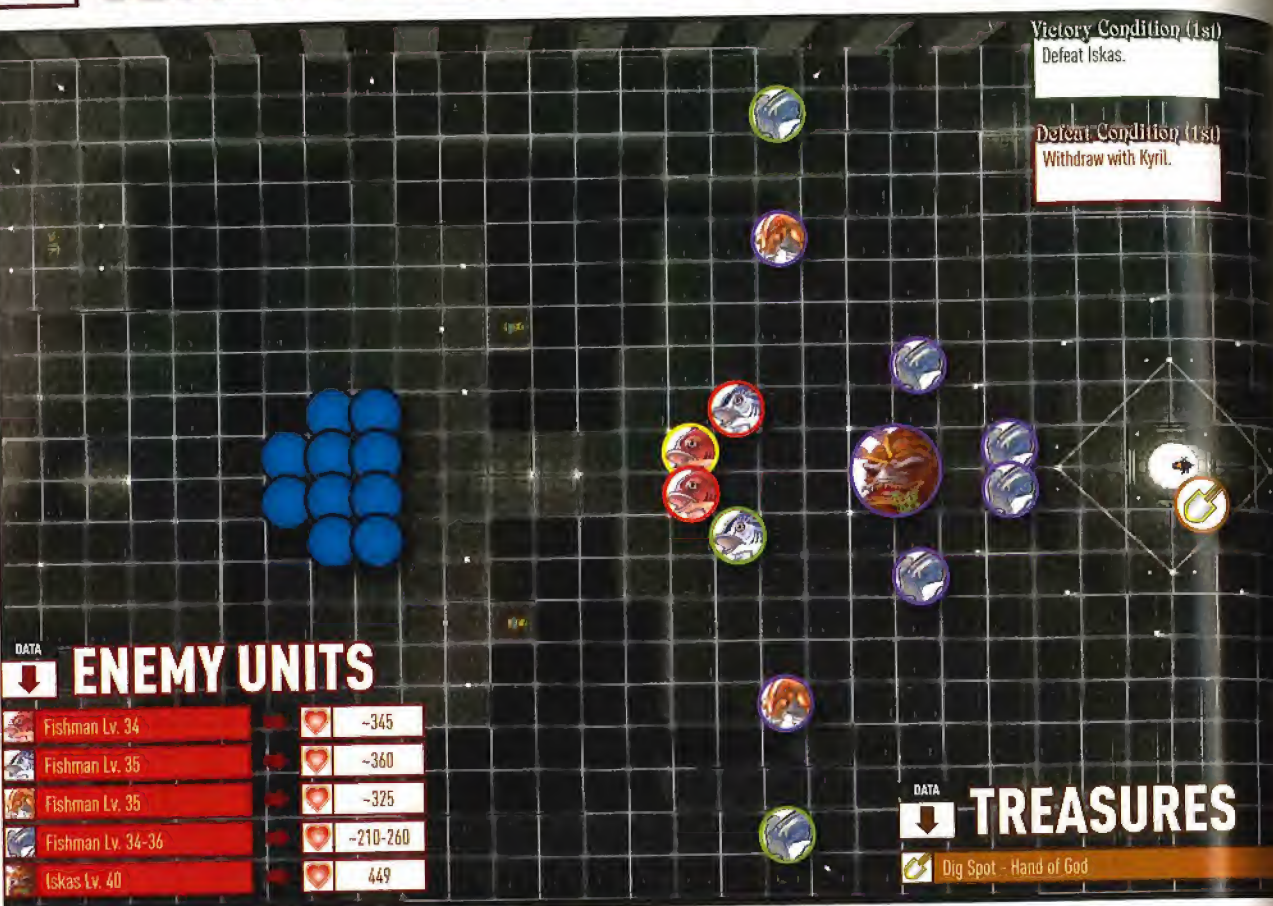
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SECRET PATRIARCHAL FACILITY - Part II



ENEMY UNITS

Fishman Lv. 34	~345
Fishman Lv. 35	~360
Fishman Lv. 35	~325
Fishman Lv. 34-36	~210-260
Iskas Lv. 40	449

TREASURES

Dig Spot - Hand of God

Forces of Lightning and Earth

Iskas's Fishman form retains his Lightning element, as do most of the normal fishmen here. Anyone who can use Mother Earth Sword or Mother Earth Force is invaluable here, since the elemental damage can hurt more than any single attack. You may want to keep these characters on the bench to start with, so characters who get within range can switch them in. Your own Lightning-types are also very effective here, since Iskas's electric blasts will leave the field coated with Lightning terrain.

The Fishman Generator

The Rune Cannon seems to be in rough shape, but it can still churn out Fishmen like nobody's business. Whenever you destroy a formation of Fishmen, it will create another to replace them. As a result, you should only destroy the Fishmen that are between you and Iskas, or who are in the process of casting potentially dangerous spells. Effects like Dance of the Hawk that can stun foes are fantastic, since they take Fishmen out of the fight without risking killing them and spawning a new wave.

Reckoning with Iskas

In his Fishman form, Iskas is now vulnerable to rune attacks. When you see that several characters are within range of Iskas and all have turns before him, begin your offensive; swap the first one out for someone who can create some Earth terrain, then surround Iskas and lay into him with all your best attack. Andarc can find some Lightning terrain and dish out some very damaging spells, but only use them for the killing blow or you'll just be restoring Iskas's preferred elemental terrain.



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Finale

A World Apart

Inside the Dome

Your strategy for the ultimate battle with the Evil Eye should be no different from your standard duel strategy. Approach



your foe, but only far enough that it will be forced to attack you face-to-face, and then use the Rage Sword Rune or a force bead to lay down some Fire terrain. When the Evil Eye walks into the middle of it, get behind



it for a super-powered Flying Swallow Slash. That should give you a decisive lead, and a few healing items should buy you enough time to finish the fight.



Your Quest Continues - Playing a Second Time

If you save your game after the ending, the file will have a little feather by it. Load that file, and you'll start a new game from the beginning. There are a few interesting changes this time around...

What You Keep

You'll begin with the money you earned and all of the items you accumulated, including the ones allies had equipped at the end of the game. You'll also retain your ranks in all known skills. The maximum rank is still in effect for learning new skills, but it won't stop you from equipping skills that are already at a higher rank.

What You Lose

All of your party members have returned to the original locations, so you'll need to find them again. All weapons are back to their original level. Your rank at the Quest Guild is lost, and completed quests are back on the board. However, your completed quests remain listed in the Quest History section.

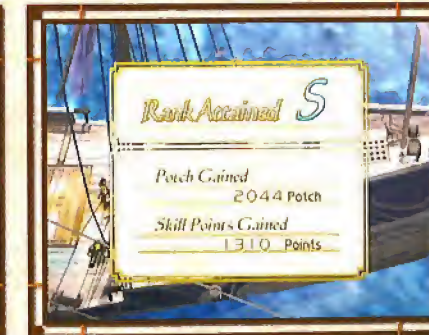
Earn the S-Rank Prizes

Beginning the early missions with powerful equipment and S-Ranks in skills like Battle Lust and Counterattack will make most of the early mission incredibly easy. As long as you remember to use elemen-

tal terrain effectively, it will be a cinch to get S-Ranks in all of the early chapters!

Your Final Recruit

After completing the Furball-slaying quest for Lalacle, she will join your party when you report back to her! She retains her Quest Guild duties, which means she's too important to die... Characters that withdraw instead of dying are always a welcome addition to the team, and Lalacle's unusually high mobility and ability to learn the Cross Counter skill make her well worth using in combat.



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FINALE

A WORLD APART



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Guild Quest Basics

How Guild Quests Work

Lalacle's Quest Guild in Middleport offers over 80 optional quests to qualified adventurers. Some of these quests go onto the board after certain conditions are met, such as reaching a new area in the game's main quest. Others require the completion of an earlier quest or, in rare cases, the failure of a previous quest. New quests also appear when you raise your guild rank by succeeding at earlier quests. Failure does not affect your rank.



When you accept a quest, you pay a small fee to Lalacle. If you succeed, you'll make that money back tenfold, along with an additional prize of skill points and occasional bonus items. If you fail, the deposit is lost, but the quest will return to the board after a certain period of time has elapsed (measured in game days), so you can try again. Succeeding at quests raises your guild rank, but your rank is not affected by failure.



Dispatch Quests

When you accept a Dispatch Quest, you're asked to choose a character from your party and send them to accomplish the objective. That character will then leave your party for the quest's listed term. After that many days have elapsed, you can return to the Quest Guild where they will report their success or failure and rejoin your party. Only expendable characters can be sent on guild quests; storyline characters are too important to part with.

Whether a character succeeds or fails at a Dispatch Quest usually depends on the character's stats. If certain stats are high enough, they will accomplish it without fail. However, a few quests can only be accomplished by characters with a certain attribute. For example, the "Mouse Infestation!" quest can only be completed by a Nay-Kobold character.



Errand Quests

Errand Quests usually require you to bring an item to someone, talk to a character in a certain location, or find an item on your travels and bring it back to the Quest Guild. If a quest asks you to acquire a specific item and the quest has a deadline, there isn't much point in accepting it before you have the item. For example, you could find

all five of the items needed for the Ruins of Obel quests before you even accept the first one!



However, when quests have a deadline of "None," you should accept them immediately. Some of these quests make new areas appear on your map, and key items can be found only in those locations.

Combat Quests

Certain Quests lead to new battles appearing in the game's world, or require you to enter optional areas and defeat enemies there to achieve some goal. These quests usually have the greatest rewards, often involving the chance to recruit new characters.

The difficulty of Combat Quest battles is not fixed the way it is for walkthrough battles. While you'll always face the same enemies, they'll gain levels and abilities as your characters do, so combat quest should be equally challenging no matter what level you are when you accept them.



Chieppoo & Co. vs. X & Co.

Chieppoo and a mysterious entity known as "X" are the Quest Guild's most frequent clients. These two merchants are locked in a fierce battle for business, and X & Co. is perfectly willing to use underhanded tactics to win. The quests you choose to accept will help determine the fate of their rivalry, so don't blindly accept every quest Lalacle offers!

Whenever you succeed at a quest from Chieppoo & Co., Chieppoo's business will



prosper. If you visit him on the Deserted Island, you can see his shop stock and even the clothes he wears improve along with his fortunes. Succeeding at X & Co. quests has the opposite effect, and too much work for X & Co. can drive poor Chieppoo into bankruptcy. Note that your failures matter too; Chieppoo is hurt when you accept his quests and mess up, and helped when you flub an X & Co. quest. So if you really want to give Chieppoo a boost, sabotaging X & Co. quests is also an option.

The Chieppoo quests are entangled with another subplot that involves a group of mercenaries that are in X & Co.'s employ. If you can make Chieppoo rich without ever doing anything to significantly hurt his

business, you'll be able to accept the final mercenary quest and recruit all four of them to your cause. But getting this quest will require a concerted effort to help Chieppoo's business. If you simply accept the quests as they come, regardless of the client, the highest level of Chieppoo-related quests will never appear.



Rank E Guild Quests (Listed Alphabetically)

Fur Capes Wanted

Rank	E
Fee	100
Reward (Potch)	3000
Reward (SP)	200
Term	30 days

Description

We heard that a rival company was trying to outdo us by releasing products made of Furball Pelts, a high-profile item down at the port. We can't afford to let them get the upper hand, so could you please go get us five Fur Capes?

Solution

Note: This is an X & Co. quest.
Fur Capes can be purchased in Nay Island for 1200 Potch a piece. Since the reward does not justify the expense of buying them, only accept this quest if you have extra capes in your inventory.

Game On!

Rank	E
Fee	100
Reward (Potch)	1500
Reward (SP)	1000
Deadline	None

Description

I've thought up a new game and would really like to find someone to play it with me! I'll be waiting in the Back Streets of Razril. Hope to see you there!

Solution

See quest details on page 70.

Furball Patrol

Rank	E
Fee	0
Reward (Potch)	300
Reward (SP)	0
Deadline	5 days

Description

Clear out the Furballs infesting the Back Streets of Razril. If we don't keep them under control, they multiply like mad.

Solution

This is the quest Kyril and Andarc engage in automatically at the beginning of the fourth chapter.

Get the Imposters! (Part I)

Rank	E
Fee	200
Reward (Potch)	3000
Reward (SP)	500
Deadline	None

Description

Some criminals claiming to be the Knights of Razril are extorting "protection" money from people. And, apparently, they look just like our Commander and Vice-Commander! We want someone to go question some recent victims on Na-Nal Island and in Middleport.

Solution

Visit Na-Nal Island and Middleport and speak to the victims via the Gossip menu. No further action is required.



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Rank E Guild Quests (Continued)

Giant Bird Feather Wanted

Rank	E
Fee	100
Reward (Potch)	1200
Reward (SP)	200
Deadline	60 days

Description

I'm looking for a Giant Bird Feather. I want to give it as a present to that girl I just can't get out of my mind.

Solution

Giant Bird Feathers are dropped by the Ostrich Man and Ostrich Lady enemies in the Terana Plains.

Hand Delivery

Rank	E
Fee	100
Reward (Potch)	1000
Reward (SP)	300
Deadline	None

Description

Please deliver this letter to the woman in red. You should be able to find her on Hermitage Island. I am counting on you.

Solution

Accepting this quest will make Hermitage Island appear on your world map, near the Nest of Pirates. The lady in red is Maxine, and she will join you upon delivery of the letter.

Mackerel Wanted

Rank	E
Fee	100
Reward (Potch)	1000
Reward (SP)	200
Deadline	None

Description

We decided to create a signature product for our shop. We're thinking maybe Mackerel Miso Stew, but we need to get our hands on some Mackerel first. Would you find 20 Mackerel for us?

Solution

Mackerel are sold for 50 Potch a piece at the Nay Island outfitter, in the shop's bargain section.

Mega Medicine Wanted

Rank	E
Fee	200
Reward (Potch)	2000
Reward (SP)	800
Deadline	None

Description

We'd like to expand our range of products to include items like Mega Medicine. Could you please get us seven doses of Mega Medicine?

Solution

Mega Medicine can be purchased at almost any outfitter for 150 Potch per dose.

The Missing Daughter

Rank	E
Fee	100
Reward (Potch)	1000
Reward (SP)	250
Term	5 days

Description

My daughter is missing, and she may have been kidnapped by pirates! Would somebody please find her?!

Solution

This is one of the easiest Dispatch Quests. A character needs only a minimum Strength of 5 to Succeed.

"Game On!"

In Rita's game, you're given five turns to shift more of the terrain to Kyril's Fire type than Rita's Lightning type. You'll lose if you hurt Rita, and the elementals here (two of each type) are basically indestructible. The only way to compete is using Flame Force Beads, so add five to your inventory before you begin. If you're lucky, you may find a Rage Force Bead (which affects a wider area) for sale in the Bargain section of the Razril Outfitter. When you're ready to play, sail back to Razril and select Rita's name from the Gossip menu.

Rita is content merely using her beads to change neutral space into Lightning. The way to get the advantage is by using yours to change her Lightning into Fire. If you can change four of five squares of Lightning into Fire

each turn, you'll win easily. Rita joining your party may be the big prize here, but don't forget to Report your victory to Lalacle to earn the cash and skill points! You can use them to get Rita into fighting shape.



Mouse Infestation!

Rank	E
Fee	100
Reward (Potch)	2000
Reward (SP)	300
Term	10 days

Description

There's been one heck of a mouse infestation at Obel Palace. We request immediate assistance. We hear Nay-Kobolds are excellent mice catchers!

Solution

Only a Nay-Kobold character (Noah, Nalkul, or Champo) can succeed at this Dispatch Quest.

Pirate Hunt (Part 1)

Rank	E
Fee	200
Reward (Potch)	1500
Reward (SP)	200
Term	10 days

Description

Pirates have been looting in the waters near Nay Island, and there's nothing we old folks can do about it. Is there somebody out there who could teach those scoundrels a lesson?

Solution

A character needs a Strength score of 10 or higher to succeed at this quest.

Shop Clerk Wanted

Rank	E
Fee	200
Reward (Potch)	1200
Reward (SP)	500
Term	5 days

Description

I need someone to mind my shop while I attend to some pressing business. Persons with a high level of Magic ability are encouraged to apply.

Solution

The client is a Rune Master, so magical ability is a must. Your chosen character must have at least 12 Magic to succeed.

Rank E Guild Quests (Continued)

My Cat is Missing

Rank	E
Fee	100
Reward (Potch)	1000
Reward (SP)	300
Term	5 days

Description

Our cat, Fluffy, has disappeared! He's an orange tabby. Somebody please find Fluffy ASAP!

Solution

The character you send on this quest will need Speed and Evasion scores of 10 or higher to succeed.

Private Tutor Wanted

Rank	E
Fee	100
Reward (Potch)	1000
Reward (SP)	400
Term	20 days

Description

I'm looking for someone to teach my daughter magic. She's gifted in the magic arts like me, but she lacks motivation. Applicants must be enthusiastic teachers.

Solution

This Dispatch Quest depends on two different stats. A character will need a Magic score of at least 18 and a Skill score of at least 15.

Spring Cleaning

Rank	E
Fee	100
Reward (Potch)	3000
Reward (SP)	300
Term	15 days

Description

The Knights of Razril have decided that a good spring cleaning of our manor is in order. However, our manor is too big, and we lack the personnel to do the job. We are, therefore, seeking people from outside our order to join our cleaning crew. Only speedy cleaners need apply.

Solution

A character will need a Speed score of at least 20 to succeed at this quest.

Part-Time Help Wanted

Rank	E
Fee	100
Reward (Potch)	1000
Reward (SP)	400
Term	10 days

Description

Main duties include minding the store and cleaning. No experience necessary, but experienced applicants will be given preference. We offer a bright and cheerful workplace, meow!

Solution

Note: This is a Chieppoo & Co. quest. This is another easy quest, and a good start on the Chieppoo quests. A character needs only 10 or more HP to succeed.

Seeking Treasure Hunt Partners

Rank	E
Fee	100
Reward (Potch)	1000
Reward (SP)	500
Deadline	None

Description

Won't you join me for a treasure hunt on the Deserted Island? I'm a treasure hunting pro, but I need someone to deal with the monsters that are lurking about. You can have any treasure I find!

Solution

See quest details on page 72.

Wholesale Service

Rank	E
Fee	100
Reward (Potch)	3000
Reward (SP)	500
Deadline	None

Description

Apparently, the fur of the Furballs on the Terana Plain in Kooluk is of incredibly high quality. We would like someone to bring back 10 pelts.

Solution

Note: This is a Chieppoo & Co. quest. You may need to Hunt Monsters in the Terana Plain several times before you can collect ten pelts. The Furballs drop them when defeated 40% of the time, but you can always steal one with Noah.



GUILD QUESTS RANK E QUESTS

"Seeking Treasure Hunt Partners"

Digging for Buried Treasure

Your partner and client is Rene, a level 1 character who has no offensive capabilities. When she is near buried treasure, a ray of golden light will appear above the treasure, and she can then move to that square and use the Dig command to extract it. (She can successfully Dig whether she has noticed it or not, and gets experience even if she fails.) You only need to dig up three of the dozen or so pieces of Prime



Gold Ore buried in this area, and when you dig up the third this battle will end in victory, no matter how many enemies are on the field. After the fight, the pieces of Prime Gold Ore can be sold for 5000 Potch a pop, or saved for a future guild quest.

Choose the Right Bodyguards

You can fill out the other five deployment slots with any characters from your roster. While Guild Quests are often a good opportunity to develop some low-level characters, the enemies here are tough and your characters will need to get in their way to protect the incredibly frail Rene. Since there's a Lightning Elemental running around here, Lightning-type characters like Andrac and Rita are especially valuable. (And Rita and Rene can begin developing some good will.)

Scatter Your Forces

Cooperative Attacks are one of the few things that can do heavy damage to a Giant Grab, but if you're not intending to



use one, you should keep your characters spread a few squares apart. The Crabs' breath attack fans out in a wide arc, and the Savage Frogs also have the ability to hit two adjacent foes. As a general rule, no two characters should ever be standing side-by-side.

As you might have guessed, there is more to this battle than there seems. When you stray too far in one direction, or when you dig up your second piece of ore, a new batch of enemies will appear.

Rene			
Joins at Level 1			
(Impaired)			
Weapon Level 1			
Weapon Power 0			
18 / 18			
1 • 0 • 0 • 0			
Skills			
Treasure Hunter	E		
Rune			
ATK	2	STR	2
DEF	8	SKILL	4
MOVE	5	MAG	2
JUMP	2	EVA	2
		PDF	2
		MDF	2
		SPEED	2
		LUCK	2

"Catch the Fat and Run Bandit"

Speed You Can't Hope to Match

To begin this quest, meet Rachel at the Port of Merseto. In this battle, you need to catch the speedy Cedric before he can reach the destination point and safely get away. Chasing him is futile; he runs faster than even Kangacorns and has a good head start. Fortunately, the boats in the canal

give you an opportunity to cut him off before he can reach it.



Two Routes to Victory

As a back-up, use a second character who can ride a Kangacorn, and have that character cross the bridge behind you while Kyril waits for a boat crossing at his end. If the character crossing the bridge gets there first, he'll end up near the destination, but with three boxes in the way. Depending on how quickly you got across, you may not have time to smash them all; Switch to Andrac and use Thunder Runner to obliterate all three at once.



Set a Trap for Cedric

Wait on the bridge, and the bandit will run right into you. Make sure to strike him with an attack that has no possibility of killing him, or an unlucky critical could cause you to lose this quest outright. But if you can teach the lad a lesson without breaking anything, he'll join you for more moral guidance. Rachel will come too, to keep an eye on the punk.



Rank D Guild Quests (Listed Alphabetically)

Advertisers Wanted

Rank	D
Fee	200
Reward (Potch)	2500
Reward (SP)	300
Term	30 days

Description

We're seeking someone to travel about the Island Nations, advertising our shop. We will need you to promote the fact that we offer higher quality and lower prices than our competitor.

Solution

Note: This is an X & Co. quest.
To succeed at this quest, the dispatched character will need Luck and Skill scores that are both 12 or above.

An Unforgettable Taste

Rank	D
Fee	200
Reward (Potch)	1500
Reward (SP)	400
Deadline	20 days

Description

The taste of that Knight's Lunch prepared by the Knights of Razril's chef is unforgettable. Could someone bring one back for me?

Solution

You can score a quick and easy profit on this one. The Knight's Lunch is sold in Razril for 300 Potch.

The Bronze Medal

Rank	D
Fee	200
Reward (Potch)	1000
Reward (SP)	500
Deadline	None

Description

I'd really like to see a Bronze Medal, the token of a warrior's valor, at least once in my life. Please bring one to the Small Border Village."

Solution

All you need to do is bring a single Bronze Medal to the Small Border Village and speak to the little boy there.

Cedric*			
Joins at Level 12			
(Impaired)			
Weapon Level 1			
Weapon Power 0			
81 / 81			
2 • 0 • 0 • 0			
Skills			
True Godspeed	E		
Rune			
ATK	13	STR	13
DEF	21	SKILL	15
MOVE	9	MAG	11
JUMP	2	EVA	22
		PDF	16
		MDF	13
		SPEED	22
		LUCK	13

Rachel*			
Joins at Level 9			
(Impaired)			
Weapon Level 3			
Weapon Power 42			
150 / 150			
2 • 0 • 0 • 0			
Skills			
Deflect Missiles	D		
Rune			
ATK	52	STR	10
DEF	22	SKILL	14
MOVE	6	MAG	8
JUMP	2	EVA	11
		PDF	11
		MDF	6
		SPEED	17
		LUCK	11

* This character's level will match Kyril's when recruited. Approximate stats are shown.



Rank D Guild Quests (Continued)

Catch the Eat-and-Run Bandit!

Rank	D
Fee	200
Reward (Potch)	8000
Reward (SP)	400
Deadline	None

Description

We've been struck by the Eat-and-Run Bandit! Please catch him and make him fork over 5,000 Potch for the food he didn't pay for. The collection agency we hired got absolutely nowhere. Watch out; he's a speed demon!

Solution

See quest details on page 73.

Dear Friend...

Rank	D
Fee	200
Reward (Potch)	8000
Reward (SP)	800
Deadline	None

Description

Ohhh! I require immediate assistance! Somebody stole my precious Rose Crest, and I need someone to get it back for me! A dear friend who went to search for it never returned! This is terrible! Ohhhhhh!

Solution

See quest details on page 75.

Delivery to the Deserted Island

Rank	D
Fee	200
Reward (Potch)	2000
Reward (SP)	600
Deadline	None

Description

We have something we'd like you to deliver to the Merchant(?) on the Deserted Island. Whatever you do, don't peek inside the box.

Solution

Note: This is an X & Co. quest.
This is simple enough, as the box's recipient is the only other resident on the Deserted Island. But you know that box contains something Chiepool won't like...

Eradicate the Fish Monsters!

Rank	D
Fee	100
Reward (Potch)	1500
Reward (SP)	1000
Term	15 days

Description

The Ruins of Collanbal, on the outskirts of Merseto, have been infested with fish monsters lately. Please go eradicate them! The local children love to play there, so we need to do something right away!

Solution

You'll need to send a character with a minimum Attack score of 80 to beat this. Try using items like Berserker Belts and Strength Sashes to put a character over the top.

Fight Fish with Fish

Rank	D
Fee	200
Reward (Potch)	4000
Reward (SP)	500
Deadline	30 days

Description

We have decided to start preparing Seared Bonito as our own signature product to compete against our rival's Mackerel Miso Stew. Would you please go find us 10 fresh Bonito?

Solution

Note: This is an X & Co. quest.
Bonito are sold as Bargain items in Nay island, at a price of 250 Potch a piece.

The Flower of Iluya

Rank	D
Fee	200
Reward (Potch)	3000
Reward (SP)	800
Deadline	30 days

Description

When I think of that girl on Iluya Island, I cannot even sleep at night. I'd really like to give her a One-Piece Dress. Could somebody go buy one for me?

Solution

Rene can dig up a One-Piece Dress (literally) at the battle of El-Eal. If you missed it there or don't want to give it up, you can purchase one as a randomly appearing bargain item in Haruna.

Give Us a Sign

Rank	D
Fee	200
Reward (Potch)	1500
Reward (SP)	500
Deadline	None

Description

The shell Chiepool wants is on the back of a Giant Crab in the beach of the Deserted Island. When you arrive on the scene, you'll find another group of mercenaries is after the same prize, and if you can't beat them to it (which is unlikely at best) you'll need to take it from them by force.

Solution

To complete this chapter, you'll need to Hunt Monsters at Terana Plains at least once. The Savage Sprouts there often drop Savage Sprout Flowers when slain, or you can steal them easily with Noah.

Help Avenge Iluya Island

Rank	D
Fee	200
Reward (Potch)	3000
Reward (SP)	300
Term	15 days

Description

It's been quite some time since Iluya island was attacked by Kooluk's Rune Cannon, but we have yet to fully exact our revenge. We are, therefore, seeking outside help to avenge the attack.

Solution

You'll need an awfully powerful character for this one, with at least 110 HP and a Strength of 20. Trisitan is an ideal choice, and you can boost his Strength with a Berserker Belt to get it done early.

Medicinal Roots Wanted

Rank	D
Fee	200
Reward (Potch)	1500
Reward (SP)	1000
Deadline	None

Description

I have run short of the medicinal roots I use to prepare my secret elixir. Would you kindly bring three Savage Sprout Roots to me here in the Kingdom of Obel?

Solution

See quest details on page 76.

Rank D Guild Quests (Continued)

"Dear Friend..."

Trading Up to the Crystal Ball

You can accept the "Dear Friend..." quest early and do a lot of the leg work, but you can't conclude it until Chapter 15 or beyond. The first step is to buy some Salt (sold by Chiepool or as a Bargain in the Nest of Pirates and other locations), then take it to the girl in Middleport. She'll trade you a bar of Soap, which you can trade to the Older Woman in Obel for a Pearl Shell. Bring that to Razril and the Young Man will swap it for a Crystal Ball.



Battling the Bandits

If you're holding the Crystal Ball when you cross the Terana Plain, the Bandit who stole the Rose Crest will appear to take that too. He'll attack with a large gang, but you will have one new ally on your side: Reinbach's friend Charlemagne.



Fighting Beside Charlemagne

Your foes here are almost universally Fire-type, so your own Fire-type and Water-type characters are the best picks. You don't



need to keep Charlemagne alive, but he does provide a handy distraction, so you may want to put Corselia in charge of keeping his HP up.

Basic Battle Strategies

Charlemagne rushes into battle with few fears, so you'll need to use some high mobility characters to keep up with him (you can always switch to more useful characters later). All of your enemies are fire-type, and their main tactic is transforming the terrain to their advantage. Use everyone who has a Water or Flowing Sword Rune to poison their terrain and keep them too busy playing terrain games to attack effectively. Since they like to bunch up on their chosen terrain, area-effect Cooperative Attacks are extremely effective here.



Report Back to Reinbach

Reinbach is waiting at the Inn in Middleport, and you'll need to visit him there before you return to the Guild Quest office. When you hand over the Rose Crest, both Reinbach and Charlemagne will join your party, and you can then accept a large reward from Lalace.



Charlemagne*
 Joins at Level 18
 Title: —
 Weapon Level: 3
 Weapon Power: 32

HP	151 / 151	MP	3 • 0 • 0 • 0
Skills	Narcissism E	Runes	M. Earth Sword Rune
ATK	53	STR	21
DEF	33	SKILL	20
MOVE	5	MAG	23
JUMP	2	EVA	20
		PDF	22
		MDF	22
		SPEED	21
		LUCK	19

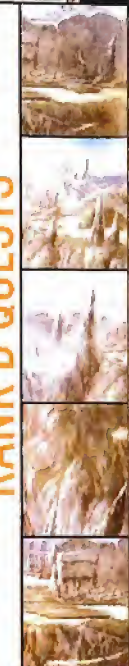
Reinbach**
 Joins at Level 18
 Title: —
 Weapon Level: 4
 Weapon Power: 42

HP	136 / 136	MP	3 • 1 • 0 • 0
Skills	Narcissism E	Runes	Red Rose Rune
ATK	61	STR	19
DEF	34	SKILL	28
MOVE	5	MAG	29
JUMP	2	EVA	27
		PDF	21
		MDF	20
		SPEED	22
		LUCK	23

* This character's level will match Kyril's when recruited. Approximate stats are shown.
 ** This character's level will match Charlemagne's when recruited. Approximate stats are shown.



GUILD QUESTS RANK D QUESTS





Rank D Guild Quests (Continued)

Night Watchman Wanted in Merseto

Rank	D
Fee	200
Reward (Potch)	4000
Reward (SP)	100
Term	20 days

Description

There's been a shady-looking character prowling about town recently. We would like to beef up our patrol in response. Please apply if you are up to the task.

Solution

To succeed at this quest a character will need at least 150 HP and a Strength of 20 or higher. There is an additional prize of an Armored Kangacorn.

Robes Wanted

Rank	D
Fee	200
Reward (Potch)	1200
Reward (SP)	300
Deadline	None

Description

I guess Robes are a basic item that no shop should be without, huh? Could you go buy me some?

Solution

Note: This is a Chieppo & Co. quest. Standard Robes are sold in Razril and Middleport for 500 Potch. You'll need to have some old ones in your inventory already to come out ahead on this quest!

The Ruins of Obel (Part 1)

Rank	D
Fee	200
Reward (Potch)	2000
Reward (SP)	300
Deadline	30 days

Description

I am researching the currency from the time Obel was built, but I have too few artifacts to complete my work. Would you please go and find an Ancient Coin among the ruins?

Solution

See quest details on page 77.

"Medicinal Roots Wanted"

Savage Sprout Roots may be the rarest Savage Sprout item. They are dropped by Savage Sprouts occasionally, but the most reliable way to get them is to have Noah steal from the same Savage Sprout twice. You should get it on the second try.

When you have your roots, take them to Obel, where you can find Yu in the Gossip menu. If you have all three, Carrie will convince him to join your quest.



Yu	
Joins at Level	10
(Unarmed)	
Weapon Level	1
Weapon Power	0
76 / 76	1 • 0 • 0 • 0
Skills	Runes
Heal	E
ATK	9
DEF	20
MOVE	4
JUMP	2
STR	9
MAG	11
EVA	11
PDF	10
MDF	11
SPEED	12
LUCK	11

Savage Sprouts Seeds Wanted

Rank	D
Fee	200
Reward (Potch)	4500
Reward (SP)	600
Deadline	60 days

Description

We would like to get some Savage Sprout Seeds, but don't ask us why. The job is yours if you can agree to that.

Solution

Note: This is an X & Co. quest. This quest appears after completion of the "Return Our Stolen Cargo" quest. Savage Sprout Seeds can be taken or stolen from Savage Sprouts in the Terana Plain and Xasta Grasslands.

The Ultimate Ingredients (Part 1)

Rank	D
Fee	200
Reward (Potch)	2500
Reward (SP)	800
Deadline	60 days

Description

My husband and I own a steamed bun shop on Ituya Island. We'd like to create a new type of steamed bun, but first we'll need a key ingredient: a Savage Sprout Flower. Would somebody go find one for us?

Solution

To complete this chapter, you'll need to Hunt Monsters at Terana Plains at least once. The Savage Sprouts there often drop Savage Sprout Flowers when slain, or you can steal them easily with Noah.

"The Ruins of Obel" Parts 1-5 and "A New Menu" Part 1

Item-Hunting in the Ruins

There are five quests in the Ruins of Obel series, each one rank higher than the one before it. All five involve delving into the dungeon and having Rene dig up archaeological treasures in progressively deeper areas. You can dig up the items long before Tanya requests them, so try to emerge with at least a few artifacts on each trip.

Part 1 - Ancient Coin

You'll find the Ancient Coin in the third map, buried in the pile of rubble. This floor of the dungeon is quite tough, and a second wave of monsters will appear when you approach the rubble pile, so make sure Rene is well protected!



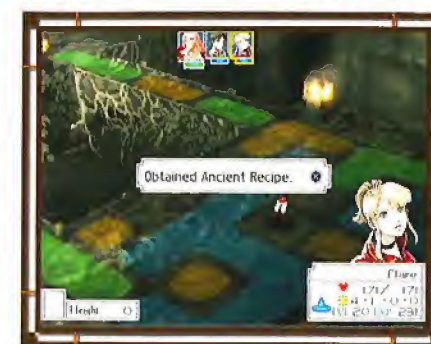
Part 2 - Ancient Parchment

The Ancient Parchment is on the fourth map, located not far from the entrance to this floor. This is one of the easier treasures to reach.



A New Menu - Ancient Recipe

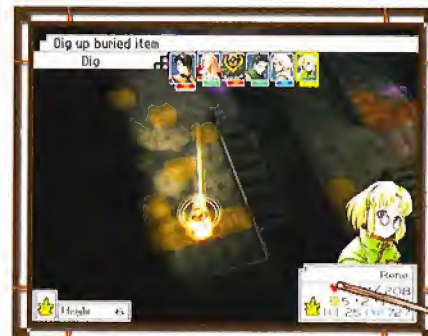
Also found on the fourth map is the Ancient Recipe needed in the "A New Menu (Part 1)" quest. Don't leave without it!



Part 3 - Ancient Dish

You'll find the Ancient Dish buried in the fifth floor of the ruins, in the area to the left of the entrance that is occupied by two Golems. Rene can't ride an owl, so you'll need to walk the long way around after clearing out all the enemies. But make sure to leave the Lightning Elemental alive because killing the last enemy will end the battle.

This is an easy treasure to miss, since you can only get it the first time you beat the map. After completing it the item placements will change, and the dish will be gone.



Part 4 - Ancient Ring

To get this item, you'll first need to complete the fifth map of the Ruins of Obel, which will cause the poison to drain from the room as soon as you leave. Battle your way to the fifth map again and, with the poison gone, you can now have Rene climb the pyramid to the left of the entrance. This is the only dig spot in the new map, and it contains the Ancient Ring.



Part 5 - Ancient Sword

The Ancient Sword is buried in the Mother Earth Chamber, the sixth map that is only accessible when Earth is the element of the day. Rene will usually find it in the northwest corner of the map (to the left of the dragon).





Rank C Guild Quests (Listed Alphabetically)

Blue Savage Sprout Flower Wanted

Rank	C
Fee	400
Reward (Potch)	5000
Reward (SP)	800
Deadline	None

Description

I've heard there's a Blue Savage Sprout Flower out there somewhere. I wonder what it looks like? Would somebody go get one for me?

Solution

See quest details below.

Escort Supply Transport

Rank	C
Fee	400
Reward (Potch)	2500
Reward (SP)	400
Term	10 days

Description

It seems there's a group of unsavory characters who are making a point of raiding our supply transports but not those of other shops. Is there anyone out there who could escort our transport so that it arrives safely?

Solution

Note: This is a Chieppoo & Co. quest.
Only a character with a Defense score of 70 or more can complete this quest. Use capes and heavy armor to push yourself over the top.

A Feverish Child

Rank	C
Fee	300
Reward (Potch)	4000
Reward (SP)	800
Term	25 days

Description

My child has a stubborn fever that won't break. The doctor says the best thing to do in this case is cool the forehead with a Water Spirit Fragment. Would you please go get me one?

Solution

Water Spirit Fragments are dropped occasionally by Water Elementals, and much more frequently by Water Spirits. If you're eager to get one, you can encounter Water Spirits in large numbers in the lower floors of the Ruins of Obel.

"Blue Savage Sprout Flower"

Accepting this quest will open a route to the Xasta Grassland, north of Merseto in the Kooluk Empire. You'll need to open up this area to complete a bunch of other quests that will pop up in the future, and to prove your mettle to Chieppoo, who will then offer up a half dozen more quests.

At first blush, the battle into his quest seems like any battle in the Terana Plains. Fight off the deadly Ostriches, then destroy one of the Savage Sprouts to get your Blue Savage Sprout Flower. But that's just the beginning; as soon as you get it, the old Mercenary gang will appear with payback in mind. They're at the other end of the map, so you have a few turns to mop up on your end and then switch in fresh fighters to take on the mercenaries.



Frog Skins Wanted

Rank	C
Fee	400
Reward (Potch)	1000
Reward (SP)	500
Deadline	None

Description

I want to make some equipment, but first I'm going to need three Frog Skins. Would you please go get them for me?

Solution

Outside of certain event battles, the only place to battle frogs is in the Xasta Grasslands. They drop them occasionally when slain, but having Noah steal them is the quickest way to get to three. As an additional prize, you will receive an exceptional suit of Bodge Suit body gear.

Get the Imposters (Part 2)

Rank	C
Fee	400
Reward (Potch)	5000
Reward (SP)	1000
Deadline	None

Description

Based on the information we received, we pinpointed the imposters' hideout! However, our Commander and Vice-Commander, who set out to deal with them, have not been heard from since. We request that someone to El-Eal to rendezvous with them.

Solution

See quest details on next page.

Help Us Expand

Rank	C
Fee	1200
Reward (Potch)	5000
Reward (SP)	1200
Term	15 days

Description

It seems business at Chieppoo & Co. is really taking off. We'd like to open more shops, but we need somebody with the energy and confidence to help us in our efforts.

Solution

Note: This is a Chieppoo & Co. quest.
Only a character with Strength and Magic scores of at least 15 can succeed at this quest.

A New Menu (Part 1)

Rank	C
Fee	400
Reward (Potch)	4000
Reward (SP)	800
Deadline	None

Description

Word of a so-called "Ancient Recipe" has reached my ears. Would somebody please go find it for me? I would really love to see it.

Solution

See quest details on page 77.

Rank C Guild Quests (Continued)

"Go Get the Imposters! (Part 2)"

After beating "Go Get the Imposters! (Part 1)" and attaining Rank C, you'll be able to accept this quest and go help the Knights of Razril in actual combat.



The Zealous Knights of Razril

In this battle you'll need to not only protect your own characters, but the NPC Commanders of the Knights of Razril. The good news: Since Katarina and Keneth match Kyril's level, they are very potent characters who can really make a dent in the mercenary forces. The bad news: These overzealous warriors have some sort of death wish, and rush madly into battle regardless of the danger to their own lives. Carrie can hardly keep up with them, so make sure your characters have a few medicines on hand to bail them out when they push themselves too far. When they split up, make sure you send a few good fighters to back-up each. Keneth may seem to be running to a safe area, but three quick bandits will pop up in his path and they'll make short work of him without support from you.



The Failed Mercenary's Perch

The biggest threat on this map is the Failed Mercenary on the upper levels. Don't think the distance will keep you safe; from her lofty perch she can summon deadly ice storms to kill multiple characters on the ground. However, such level 3 spells take time to cast, and you can disrupt them with a timely attack. When you see the casting process begin, switch anyone who is nearby to an archer or spellcaster and try to smack that spell off of her lips.



The Third Knight of Razril

It isn't part of this quest, but after recruiting Keneth and Katarina, you can visit Razril and select Tal's name from the Gossip menu. Keneth will convince his reluctant former comrade to join your cause.

Reneth*
 Joins at Level 16
 Three-Star Swords
 Weapon Level 3
 Weapon Power 38

137 / 137

3 • 1 • 0 • 0

Skills

Battle Lust	C
Parry	C
—	—

Runes

—	—
Viper Rune	—
Thunder Sword Rune	—

ATK	58	STR	20	PDF	18
DEF	32	SKILL	23	MDF	18
MOVE	5	MAG	19	SPEED	18
JUMP	2	EVA	18	LUCK	17

Katarina*
 Joins at Level 16
 Nagayara
 Weapon Level 3
 Weapon Power 28

126 / 126

4 • 3 • 0 • 0

Skills

Fire Magic	C
Concentration	C
—	—

Runes

—	—
Fire Rune	—
Lightning Rune	—

ATK	44	STR	16	PDF	22
DEF	32	SKILL	17	MDF	23
MOVE	4	MAG	20	SPEED	19
JUMP	1	EVA	21	LUCK	9

Tal
 Joins at Level 12
 Baby Yellowtail
 Weapon Level 3
 Weapon Power 38

117 / 117

2 • 0 • 0 • 0

Skills

Critical Hit	C
Hidden Power	C
—	—

Runes

—	—
—	—
—	—

ATK	60	STR	22	PDF	14
DEF	28	SKILL	12	MDF	9
MOVE	5	MAG	7	SPEED	15
JUMP	2	EVA	15	LUCK	15

* This character's level will match Kyril's when recruited. Approximate stats are shown.



Rank C Guild Quests (Continued)

Operation: Gorgeous!

Rank	C
Fee	400
Reward (Potch)	4500
Reward (SP)	600
Deadline	20 days

Description

Our competitor recently opened up shop next door and has been stealing our customers. To get them back, we're implementing a plan we're calling "Operation: Gorgeous!" We'd really appreciate your assistance!!

Solution

Note: This is an X & Co. quest.
In this unusual Dispatch Quest, stats don't matter at all. Only an adult female can succeed here: For example, Carrie, Ema, Selma, Frederica, Katarina, Gretchen, Rachel, etc.

A Present for Big Brother

Rank	C
Fee	400
Reward (Potch)	1000
Reward (SP)	1000
Deadline	30 days

Description

My big brother gave me a present. In return, I'd like to give him a Lightning Spirit Fragment. Would someone to get one for me?

Solution

Lightning Spirit Fragments are dropped occasionally by Lightning Elementals, and much more frequently by Lightning Spirits. If you're eager to get one, you can encounter Lightning Spirits in large numbers in the lower floors of the Ruins of Obel.

Product Recall!

Rank	C
Fee	400
Reward (Potch)	2000
Reward (SP)	800
Term	15 days

Description

We just found out that the Flower Seeds a customer just bought had some Savage Sprout Seeds mixed in! Someone must be tampering with our supply! Anyway, our company's reputation is at stake, so could you please go and secretly exchange the tainted seeds with these new ones before they get planted?

Solution

Note: This is a Chieppo & Co. quest.
Only Noah, Nalkul, Champo, and Kate can succeed at this quest. See quest details on this page.

The Savage Sprout Seed Saga

One of the Chieppo-vs.-X dramas involves an attempt at sabotage that you may unwittingly enable. The story begins with the "Savage Sprout Seeds Wanted" quest that appears when "Return Our Stolen Cargo" is completed. When you deliver the seeds to X, they find their way into Chieppo's flower seed stock, forcing him to issue the "Product Recall!" quest. Only your stealthiest characters (the three Nay-Kobolds and Kate) can successfully make the swap and end the story at this point.

If you fail, the quest cannot be repeated. Instead, the "Savage Sprout Attack" quest will appear, the only guild quest that appears based on the failure of a previous quest. If you sent the wrong character on "Product Recall!", the seeds will hatch and threaten Razril. Fortunately, three Savage Sprout Flowers and a bunch of Furballs shouldn't pose much of a threat to your party, so you can aim for a high ranking by exploiting their uniformly Fire-type nature with water attacks.

If you're trying to make the "Savage Sprout Attack" quest appear, you'll have to be very careful with your other quest selections, lest you do too much damage to Chieppo's business in the process.



Retrieve Our Stolen Cargo!

Rank	C
Fee	400
Reward (Potch)	4000
Reward (SP)	800
Term	10 days

Description

Our precious cargo has been stolen! We suspect that a certain company that has been throwing its weight around lately is behind the theft. Is there anyone out there who could retrieve our cargo?

Solution

Note: This is an X & Co. quest.
Only a character with an Attack score of 80 or higher can complete this quest.

The Ruins of Obel (Part 2)

Rank	C
Fee	400
Reward (Potch)	5000
Reward (SP)	600
Deadline	30 days

Description

I am researching the language from the time Obel was built, but I have too few artifacts to complete my work. Would you please go and find an Ancient Parchment among the ruins?

Solution

See quest details on page 77.

The Silver Medal

Rank	C
Fee	400
Reward (Potch)	2000
Reward (SP)	800
Deadline	None

Description

This time, I'd really like to see a Silver Medal, the token of the powerful, at least once in my life. Please bring one to the Small Border Village.

Solution

Simply bring a Silver Medal (won in combat after a Rank B performance) to the boy in the Small Border Village.

Steamed Bun Souvenirs

Rank	C
Fee	400
Reward (Potch)	3000
Reward (SP)	1300
Term	8 days

Description

Don't steamed buns with sweet bean jam make a great gift to bring back from a trip? We'd like to sell them on Chieppo Island as well, so could somebody go ask Kevin on Iliya Island how to make them?

Solution

Note: This is an Chieppo & Co. quest.
Only a character with a Luck score of at least 15 can succeed in convincing Kevin to divulge his secrets.

The Smuggler's Ship

Rank	C
Fee	400
Reward (Potch)	6000
Reward (SP)	600
Term	20 days

Description

There's a shady merchant who's smuggling goods into Mereto. That's our territory! It's going to ruin our business if we don't do something, so we're planning a punitive expedition to put a stop to it. If you think you have what it takes, we'd like to hear from you!

Solution

Note: This is an X & Co. quest.
A character will need Strength and Magic scores of 20 or higher to succeed at this quest.

Stones of Happiness Wanted

Rank	C
Fee	400
Reward (Potch)	2500
Reward (SP)	600
Deadline	None

Description

Stones of Happiness are the latest craze, and we'd like to get some for our shop. Five would be good for starters. We hear they can be found in the Mido Shallows, but be careful! Those X & Co. ruffians are after the stones, too!

Solution

Note: This is an Chieppo & Co. quest.
Stones of Happiness can be found buried in the Mido Shallows. Hunt Monsters there repeatedly until Rene can find five.

Sparring Partner Wanted (Part 1)

Rank	C
Fee	200
Reward (Potch)	3000
Reward (SP)	800
Term	18 days

Description

We will be conducting battle training against opponents with spears. Anyone confident in their spear-fighting ability is urged to apply.

Solution

Only spear users (Rachel, Eugene, Reinhold, and the Blue Mercenary) with a Strength of 25 and a Skill of 20 or higher can complete this quest.

The Ultimate Ingredients

Rank	D
Fee	100
Reward (Potch)	1500
Reward (SP)	1000
Term	15 days

Description

Greetings. My husband and I own a steamed bun shop on Iliya Island. We'd like to create a new type of steamed bun, but first we'll need a key ingredient: a Dragon Fin. Would someone go find one for us?

Solution

To complete this chapter, you'll need to Hunt Monsters at Terana Plains at least once. The Savage Sprouts there often drop Savage Sprout Flowers when slain, or you can steal them easily with Noah.

Rank B Guild Quests (Listed Alphabetically)

A Diamond's Sparkle is Like...

Rank	B
Fee	800
Reward (Potch)	8500
Reward (SP)	600
Deadline	None

Description

Diamonds can be found in the Mido Shallows and the lower levels of the Ruins of Obel. They can be dropped or stolen from Golem and Spider Beetle enemies.

Solution

Note: This is an X & Co. quest.
Diamonds can be found in the Mido Shallows and the lower levels of the Ruins of Obel. They can be dropped or stolen from Golem and Spider Beetle enemies.

Bouncer Wanted

Rank	B
Fee	800
Reward (Potch)	4000
Reward (SP)	500
Term	30 days

Description

Our tavern is frequented by this drunkard who never fails to wreak havoc, and we're at our wits end. We're looking for a live-in bouncer who could work here for a while and throw the drunkard out whenever he shows up.

Solution

The character you send on this quest will need a total Attack score of at least 100 to succeed.

Giant Crab Shells Wanted

Rank	B
Fee	800
Reward (Potch)	1500
Reward (SP)	500
Deadline	None

Description

I want to make some equipment, but first I'm going to need three Giant Crab shells. Would you please go get them for me?

Solution

Note: This is a Chieppo & Co. quest.
Most Mido Shallows battles include two Giant Crabs from which you can find or steal (always the more reliable choice) a Giant Crab Shell.



Rank B Guild Quests (Continued)

The Gold Medal

Rank	B
Fee	800
Reward (Potch)	4000
Reward (SP)	1000
Deadline	None

Description

Next, I'd really like to see a Gold Medal, the token of the most powerful, at least once in my life. Please bring one to the Small Border Village.

Solution

As in the earlier quests, you need only bring a single Gold Medal (won for an A-Rank achievement in battle) to the boy in the Small Border Village.

Missing Children

Rank	B
Fee	800
Reward (Potch)	10000
Reward (SP)	500
Deadline	None

Description

Some children who went to play in the Ruins of Collanbal never returned. We fear the monsters may have gotten them. We'd like you to go find out what happened to them.

Solution

See quest details to the right.

A New Menu (Part 2)

Rank	B
Fee	800
Reward (Potch)	5000
Reward (SP)	1200
Term	60 days

Description

I want to prepare the dish described by the Ancient Recipe. But first, I'll need somebody to go find me an Ostrich Egg.

Solution

Ostrich Eggs can be taken or stolen from Ostrich Lady enemies in the Terana Plain and Xasta Grasslands.

"Missing Children"

It isn't specified in the quest description, but the client in this quest doesn't just want you to find the kids, he wants them not to be killed in the process (so picky!). That makes this one of the tougher guild quest battles; you must not merely win, but protect all three of the children as well.



Protecting the Kids

The three children begin in the middle of the map, where they're already being protected by a warrior named Karl. Karl is both resilient and powerful, so you shouldn't need to intervene to keep him alive. Instead, split your force, sending half to assist him with the initial wave of foes, and hold the other half back to defend the children. As you may have feared, a trap is afoot, and when the first wave begins to falter, a second wave of foes will appear on the other end of the map. You don't want the children to be between them and you! run rightThe three children begin in the middle of the map, where they're already being protected by a warrior named Karl. Karl is both resilient and powerful, so you shouldn't need to intervene to keep him

alive. Instead, split your force, sending half to assist him with the initial wave of foes, and hold the other half back to defend the children. As you may have feared, a trap is afoot, and when the first wave begins to falter, a second wave of foes will appear on the other end of the map. You don't want the children to be between them and you!

Recruiting Karl

Karl won't simply join you at the end of the quest as other characters do. Instead, you need to make sure Kyril is in the party that goes to assist him, and have Kyril Talk to him before the battle is done. If the two don't have a conversation before the last enemy falls, the opportunity to recruit Karl will be lost forever.



Karl
 Joins at Level 24
 Iron Plate
 Weapon Level 1
 Weapon Power 10

283 / 283
 3 • 1 • 0 • 0

Skills	Runes
Cross Counter C	Killer Rune
Battle Lust C	White Tiger Rune
Guard C	

ATK	57	STR	47	PDF	25
DEF	62	SKILL	28	MDF	10
MOVE	5	MAG	9	SPEED	30
JUMP	2	EVA	29	LUCK	16



Rank B Guild Quests (Continued)

A New Menu (Part 3)

Rank	B
Fee	800
Reward (Potch)	5000
Reward (SP)	1200
Deadline	60 days

Description

I'm almost ready to recreate the elusive dish described by the Ancient Recipe, but I need one more ingredient. Would somebody please go find a Horned Behemoth Tail for me?

Solution

You may need to Hunt Monsters a few times in the Xasta Grasslands before Horned Behemoths appear, but when they do you should manage to snag a tail without much difficulty. They drop it around 30% of the time and it's the only item they have to steal.

Representative Wanted

Rank	B
Fee	800
Reward (Potch)	4500
Reward (SP)	1000
Deadline	None

Description

I have an appointment to meet a client in the Middleport Underground Path. I'm a little scared and kind of suspicious of the whole thing, so I'd like to hire someone to go as my representative.

Solution

See quest details to right.

Savage Sprout Attack

Rank	B
Fee	1800
Reward (Potch)	5000
Reward (SP)	1200
Deadline	None

Description

I thought I had planted flower seeds, but I now have a Savage Sprout in my flowerbed. Please help!

Solution

Note: This is a Chieppoo & Co. quest. See quest details page 78.

Pirate Hunt (Part 2)

Rank	B
Fee	800
Reward (Potch)	8000
Reward (SP)	1000
Term	20 days

Description

I trust you recall the pirates you dealt with last time? Well, it seems they're aiming to retaliate against our town! Please, we need somebody to help!

Solution

A character will need Strength and Magic scores of 25 or higher to succeed at this quest.

The Ruins of Obel (Part 3)

Rank	B
Fee	800
Reward (Potch)	8000
Reward (SP)	900
Term	30 days

Description

I am researching the culinary culture from the time Obel was built, but I have too few specimens to complete my work. Would you please go and find an Ancient Dish among the ruins?

Solution

See quest details on page 77.

Sparring Partner Wanted (Part 2)

Rank	B
Fee	800
Reward (Potch)	6000
Reward (SP)	1000
Term	18 days

Description

We will be conducting battle training against opponents with great swords. Anyone confident in their great sword-fighting ability is urged to apply.

Solution

You'll need to send a great sword user with at least 35 Strength and 30 Skill. Mitsuba, Axel, and Selma all use great swords.

Protect the Village from Pirates

Rank	B
Fee	800
Reward (Potch)	8000
Reward (SP)	1000
Term	30 days

Description

We've heard that a village near ours was attacked by pirates recently, and we're afraid we might be next. We want to hire a strong mercenary to protect us.

Solution

You'll need to send a strong character to complete this one; you'll need an Attack of 110 and Defense of 60. If you can take the prize, you'll get the third Giant Owl to boot.

"Representative Wanted"

Chieppoo is right to expect a betrayal. When you accept this quest and travel to Middleport's Secret Underground Passage, you'll find the mercenary group waiting. Try to clear out as many of the Demon Frogs as you can before you approach the mercenary group and get them involved. You may want to split up your forces to take them from both sides so you can get behind the Mercenary Leader and foil her spellcasting attempts.





Rank B Guild Quests (Continued)

Ultimate Ingredients: Earth

Rank	B
Fee	800
Reward (Potch)	5000
Reward (SP)	1000
Deadline	30 days

Description

It's the steamed bun people again! Thank you for all your help. This time we need Mother Earth Dragon Meat to create a new type of steamed bun. Please go find some.

Solution

The dragons in the Ruins of Obel elemental chambers (the sixth floor maps that appear on that particular day of the week) drop their flavor of meat 50% of the time when defeated. They cannot be acquired any other way.

Ultimate Ingredients: Water

Rank	B
Fee	800
Reward (Potch)	5000
Reward (SP)	1000
Deadline	30 days

Description

It's the steamed bun people again! Thank you for all your help. This time we need Flowing Dragon Meat to create a new type of steamed bun. Please go find some.

Solution

The dragons in the Ruins of Obel elemental chambers (the sixth floor maps that appear on that particular day of the week) drop their flavor of meat 50% of the time when defeated. They cannot be acquired any other way.

Ultimate Ingredients: Fire

Rank	B
Fee	800
Reward (Potch)	5000
Reward (SP)	1000
Deadline	30 days

Description

It's the steamed bun people again! Thank you for all your help. This time we need Rage Dragon Meat to create a new type of steamed bun. Please go find some.

Solution

The dragons in the Ruins of Obel elemental chambers (the sixth floor maps that appear on that particular day of the week) drop their flavor of meat 50% of the time when defeated. They cannot be acquired any other way.

Ultimate Ingredients: Wind

Rank	B
Fee	800
Reward (Potch)	5000
Reward (SP)	1000
Deadline	30 days

Description

It's the steamed bun people again! Thank you for all your help. This time we need Cyclone Dragon Meat to create a new type of steamed bun. Please go find some.

Solution

The dragons in the Ruins of Obel elemental chambers (the sixth floor maps that appear on that particular day of the week) drop their flavor of meat 50% of the time when defeated. They cannot be acquired any other way.

Ultimate Ingredients: Lightning

Rank	B
Fee	800
Reward (Potch)	5000
Reward (SP)	1000
Deadline	30 days

Description

It's the steamed bun people again! Thank you for all your help. This time we need Thunder Dragon Meat to create a new type of steamed bun. Please go find some.

Solution

The dragons in the Ruins of Obel elemental chambers (the sixth floor maps that appear on that particular day of the week) drop their flavor of meat 50% of the time when defeated. They cannot be acquired any other way.



Rank A Guild Quests (Listed Alphabetically)

The Collanbal Treasure

Rank	A
Fee	1200
Reward (Potch)	7000
Reward (SP)	1000
Term	20 days

Description

I want someone to investigate the Ruins of Collanbal. I'm sure there's some amazing treasure hidden there. As a reward, I will offer one piece of any treasure found.

Solution

A character will need a Skill of 45 and Speed of 30 to succeed at this quest. An additional prize is the Alger Doll needed by Simeon for his research.

Diamonds Wanted

Rank	A
Fee	1200
Reward (Potch)	2000
Reward (SP)	500
Deadline	None

Description

I want to make some equipment, but first I'm going to need three Diamonds. Would you please go get them for me?

Solution

You'll need to complete "Giant Crab Shell Wanted" to make this quest appear. Diamonds can be found as treasures or stolen from Golems (second item) and Spider Beetles, both found in the Ruins of Obel. As an additional prize, you'll receive the completed suit of Venus Armor.

Fragments of the Five Elements

Rank	A
Fee	200
Reward (Potch)	5000
Reward (SP)	1000
Deadline	None

Description

Fire Spirits, Water Spirits, and so on sometimes drop fragments of their element. Would somebody please collect all five kinds of Spirit Fragments and bring them to the Tavern in Haruna.

Solution

See quest details on next page.

The Most Amazing Medal

Rank	A
Fee	1200
Reward (Potch)	8000
Reward (SP)	1200
Deadline	None

Description

I've heard that there's an even more amazing medal than the Gold Medal out there! I'd like to see one at least once in my life, so please bring one to the Small Border Village.

Solution

Bring any S-Rank prize to the boy in the Small Border Village to complete this quest. If you don't have one, you'll probably find them easiest to earn in monster hunting areas like the Terana Plain.

Rage Dragon Egg Wanted

Rank	A
Fee	1200
Reward (Potch)	10000
Reward (SP)	1200
Deadline	None

Description

Could you get me a Rage Dragon Egg? I could sell one of those for quite a lot of money. By the way, they say their eggs are guarded by the males. Be very careful!

Solution

You can find a Rage Dragon Egg in a chest in the first version of the Rage Chamber (the 6th map of the Ruins of Obel on Fire days).

The Ruins of Obel (Part 4)

Rank	A
Fee	1200
Reward (Potch)	10000
Reward (SP)	1000
Deadline	30 days

Description

I am researching the jewelry from the time Obel was built, but I have too few artifacts to complete my work. Would you please go and find an Ancient Ring among the ruins?

Solution

See quest details on page 77.

Rank A Guild Quests (Continued)

A New Taste Sensation

Rank	A
Fee	800
Reward (Potch)	5000
Reward (SP)	800
Deadline	30 days

Description

I heard that the Steamed Bun Shop on Iluya Island is selling Dragon Buns! I've never had one of those before, but I'm too busy to go buy any. I can't wait anymore, so please go buy one for me!

Solution

This quest only appears if you've completed the Ultimate Ingredients (Part 2). It's a total gimme... Buy a bun for the old man and a few for yourselves.

Only the Best

Rank	A
Fee	1200
Reward (Potch)	8000
Reward (SP)	1500
Deadline	None

Description

Could you go find us some gold ore? Make sure it's Prime Gold Ore, meow! Only the best stuff is fit for the shelves of Chieppoo & Co.!

Solution

Note: This is a Chieppoo & Co. quest. This quest only appears when Chieppoo is very wealthy. Prime Gold Ore can be found on the Deserted Island beach and in the Ruins of Obel, among other locations.

"Fragments of the Five Elements"

Jeane is a great character, and recruiting her early is a fitting reward for those who aggressively pursue Guild Quests. Getting the five spirit fragments should be no trouble; you can randomly find them from fallen Elementals and Spirits, and Noah can steal them from Elementals easily and safely (the Ruins of Obel is the best place to hunt for them.) When you have all five, journey to Haruna and hand them over to Jeane, who will immediately join your party! Don't forget to report back for the cash reward, too.



Jeane			
Joins at Level 16		Red	
112 / 112		5 • 3 • 1 • 0	
Skills		Rings	
Lightning Magic	C	Charm Rune	
Concentration	C	Thunder Rune	
ATK 30		STR 18	
DEF 28		SKILL 29	
MOVE 4		MAG 28	
JUMP 1		SPEED 14	
		PDF 10	
		MDF 27	
		EVA 17	
		LUCK 21	





Rank A Guild Quests (Continued)

Secret Letter X

Rank	A
Fee	1200
Reward (Potch)	10000
Reward (SP)	1000
Deadline	None

Description

We have a letter we'd like you to deliver to the Merchant(?) on the Deserted Island. Whatever you do, don't take a peek!

Solution

Note: This is an X & Co. quest.
This one is simple, but the damage it could do to Chiepool could be quite serious.

Sparring Partner Wanted (Part 3)

Rank	A
Fee	1200
Reward (Potch)	10000
Reward (SP)	1500
Term	18 days

Description

We will be conducting battle training against opponents with staves. Anyone confident in their staff-fighting ability is urged to apply.

Solution

Only a staff-user (Roget, Katarina, Maxine, Jeane, Pablo) with a MAG score of 45 and an MDF score of 40 or higher can successfully complete this quest.



Rank S Guild Quests (Listed Alphabetically)

Dragon Scales Wanted

Rank	S
Fee	2000
Reward (Potch)	3000
Reward (SP)	500
Deadline	None

Description

I want to make some equipment, but first I'm going to need three Dragon Scales. Would you please go get them for me?

Solution

A spectacular suit of Holy Armor awaits anyone who can find three Dragon Scales. Unfortunately, dragons only drop them 50% of the time, so you may have to visit several elemental chambers to get three of them!

A Letter of Challenge

Rank	S
Fee	2000
Reward (Potch)	0
Reward (SP)	0
Deadline	None

Description

To our fated rival Kyril: Let us ascertain who is more powerful, once and for all. We will be waiting in the Ruins of Obel - Flowing Chamber.

Solution

See quest details on next page.

The Ruins of Obel (Part 5)

Rank	S
Fee	2000
Reward (Potch)	15000
Reward (SP)	1200
Term	30 days

Description

I am researching the weaponry from the time Obel was built, but I have too few artifacts to complete my work. Would you please go and find an Ancient Sword among the ruins?

Solution

See quest details on next page 77.

The Shine of Platinum

Rank	S
Fee	2000
Reward (Potch)	20000
Reward (SP)	100
Deadline	30 days

Description

Would somebody go fetch me a piece of Platinum? A suitable reward awaits the person who can do this.

Solution

Platinum can be taken or stolen from Golems (in the fifth floor of the Ruins of Obel).

X & Co.'s Revenge

Rank	S
Fee	2000
Reward (Potch)	20000
Reward (SP)	1500
Term	25 days

Description

X & Co. is in a life or death struggle because of that no good Chiepool & Co. They went too far when they started talking about world domination. They've left us no alternative but the use of force! Is there anyone out there who could help us?

Solution

Note: This is an X & Co. quest.
Only a character with a total Attack score of 110 or higher can successfully complete this quest.

Rank S Guild Quests (Continued)

"A Letter of Challenge"

Making the Quest Appear

This quest appears exclusively to players who have focused their efforts on helping Chiepool dominate over his X & Co. rival. If you've emerged victorious at such quests as "Give Us a Sign," "Blue Savage Sprout Flower Wanted," and "Representative Wanted," then you've beaten X & Co.'s mercenary agents a half dozen times... it's only natural they'd want revenge. To make this quest appear, three conditions must be met:

- You've achieved S Rank.
- Chiepool is at his richest because you've succeeded at nearly all of his quests and failed or ignored his rival's quests. (This is also the trigger for "Only the Finest" and "X & Co.'s Revenge" quests to appear).
- You've beaten the Ruins of Obel at least once (which will allow future access to the Flowing Chamber.)

Answering the Challenge

It's hard to imagine a less convenient place, for your reckoning with the mercenaries, but they insist that you find them in the Flowing Chamber of the Ruins of Obel. That means you'll have to rest until a Water Day, then battle through the first five maps to reach them.

You can only deploy four characters to face the mercenaries, but they have plenty of Skeleton and Fly Lizard back-up (at least the dragon is gone). Start the fight with a line-up of resilient characters who are not necessarily your best; their job will be to hang out near the entrance and

lure the skeletons and Fly Lizards to their deaths, then swap out in favor of deadlier characters.

As usual, the Mercenary Leader is the biggest threat. Her Silent Lake spell can shut off your special attacks, which

is all the more reason to rush them with a second-string character and then switch in a character like Kika who can do triple damage rune attacks.

Recruiting the Mercenaries

When you've proven that you're the best, the mercenaries will relent and join you. They will join at level 30 no matter what level they were in the battle. All are solid warriors, but you'll need to spend some money and skill points to get them into fighting shape.



Red Merc.
 Joins at Level 30

Sword			
Weapon Level 1			
Weapon Power 14			

279 / 279

4 • 1 • 0 • 0

Skills			
Runes			
Viper Rune			

ATK	58	STR	40	PDF	42
DEF	84	SKILL	33	MDF	33
MOVE	5	MAG	23	SPEED	33
JUMP	2	EVA	26	LUCK	31

Blue Merc.
 Joins at Level 30

Spear			
Weapon Level 1			
Weapon Power 16			

253 / 253

4 • 1 • 0 • 0

Skills			
Runes			
Unicorn Rune			

ATK	67	STR	51	PDF	34
DEF	64	SKILL	32	MDF	33
MOVE	5	MAG	19	SPEED	31
JUMP	2	EVA	34	LUCK	32

Yellow Merc.
 Joins at Level 30

Bow			
Weapon Level 1			
Weapon Power 12			

241 / 241

5 • 2 • 1 • 0

Skills			
Runes			
Hawk Rune			

ATK	46	STR	34	PDF	33
DEF	65	SKILL	46	MDF	34
MOVE	5	MAG	17	SPEED	44
JUMP	2	EVA	34	LUCK	33

Merc. Leader
 Joins at Level 30

Staff			
Weapon Level 1			
Weapon Power 8			

221 / 221

8 • 5 • 2 • 1

Skills			
Runes			
Water Rune			

ATK	28	STR	20	PDF	35
DEF	59	SKILL	24	MDF	54
MOVE	4	MAG	45	SPEED	38
JUMP	1	EVA	42	LUCK	26



How to Read the Entries

Initial Character Attributes

All character data is applicable to the level at which the character first joins your party. The stats listed here are approximate. Due to a small random factor, these stats may change slightly each time the character is recruited. A few characters join at a level equal to Kyril's when recruited. In those cases, we list their stats at the approximate level that would be your earliest opportunity to recruit them.

- Character's Max HP
- Number of times character can use runes of each level
- Rune attached to head ("-----" indicates blank slot)
- Rune attached to right hand ("-----" indicates blank slot)
- Rune attached to left hand ("-----" indicates blank slot)

Joins at Level 8

HP	98	MP	1000	Runes	
STR	31	DEF	17	MOV	6
JMP	3	SR	11	SR	9
MEG	5	EVA	12	PDF	9
WDF	12	SPD	13	LUC	9

Chakram (Claw)

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
10	20	32	45	57	70	84	96

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Mizuki	Kate
Flare	
Lino En Kuldres	

Starting Equipment

Leather Armor	Medicine
Leather Gloves	
Flame Force Bead	

Character Weapon and Levels

The name of the character's weapon and its power at various levels. You can raise a weapon's power by honing it at Blacksmith shops.

Only Adrienne in Obel can hone weapons to level 8, and only if you bring her a special hammer lost in the Ruins of Obel.

Learned and Available Skills

Skills a character can learn are highlighted in dark brown. If a character knows that skill when they join the party, its starting rank is listed to the right.

Characters can never learn the skills listed in light brown. They simply aren't available for their class.

Good Will Partners

Most characters can foster "good will" with a few other characters. By talking to these characters in combat, the character will form a strong bond and be able to protect and assist each other in battle. Characters may also learn special Cooperative Attacks with the characters on this list.

Starting Equipment

The gear a character is wearing when they first join your party. Some characters enlist with only the threads on their backs, while others join with a small fortune worth of armaments!

Body Armor
Hand Armor
Other Items

Kyril

Notes

Kyril can become a very powerful character, although he'll need to get over the loss of his father and regains his will to fight first. That will come in time, and since you're forced to use Kyril in most storyline battles, he'll get plenty of combat experience and should end the game as one of your most powerful fighters. Since Kyril has to fight a fair amount of one-on-one boss fights, always keep his inventory full of healing items and give him a Rage Sword Rune or several force beads so he can use the elements to his advantage.



Starts at Level 1

HP	22	MP	300	Runes	
STR	18	DEF	8	MOV	5
JMP	2	SR	2	SR	2
MEG	2	EVA	3	PDF	3
WDF	2	SPD	3	LUC	2

Noble Rage

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
16	26	40	55	70	86	106	124

Learned & Available Skills

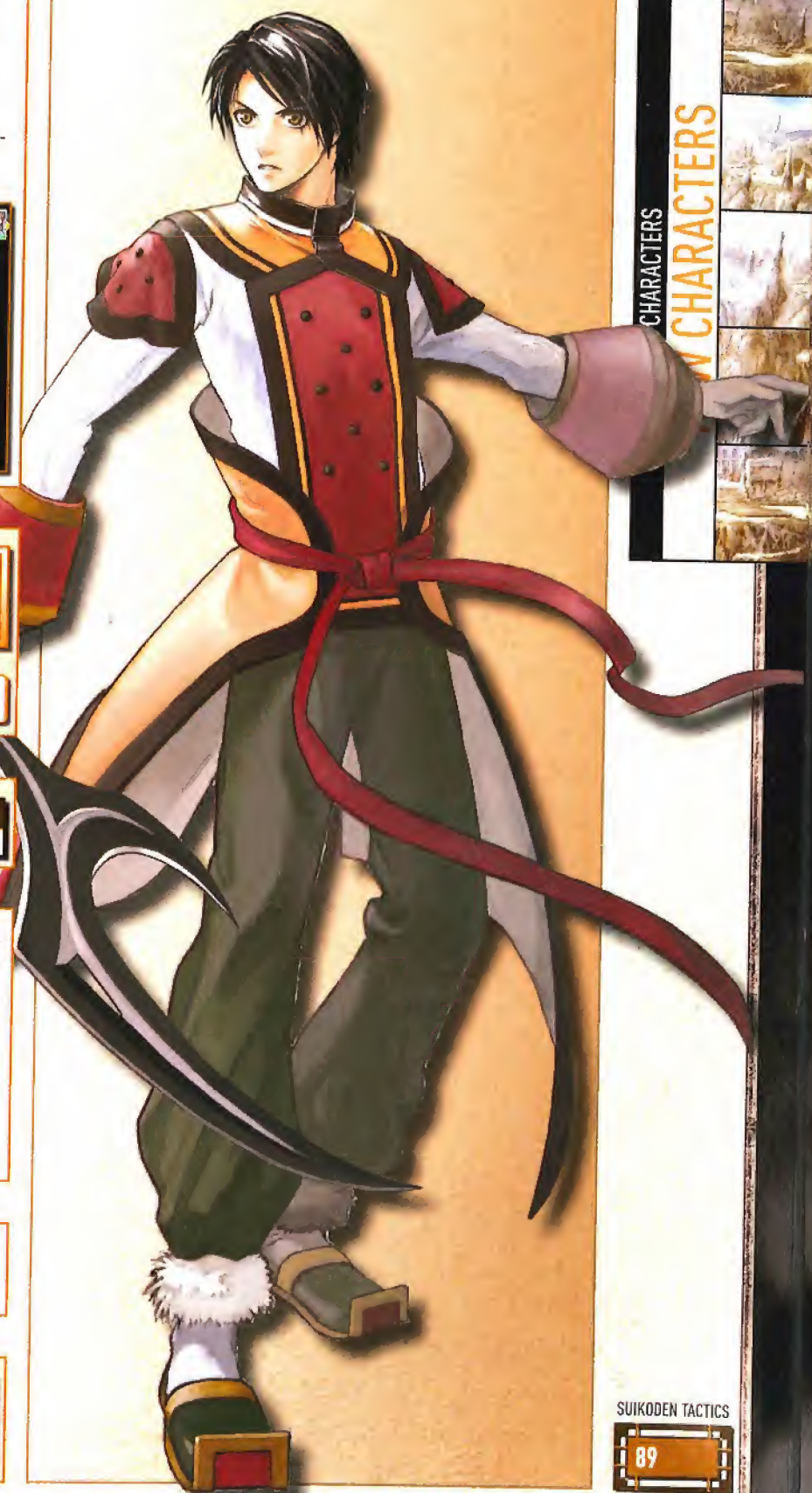
Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Seneca	Hero (of Suikoden IV)
Andarc	
Corsetia	

Starting Equipment

Tunic	Flame Force Bead
Leather Gloves	Medicine
Flame Force Bead	Medicine





Andarc

Notes

Andarc's magical skills aren't significantly better than the other spellcasters, but his synergy with Kyril, Seneca, and Corselia make him the most generally useful one. Keep Andarc's Lightning Magic skill at the max level and his Magic stat high (with items like the Tome of Black Arts) to ensure that he's capable of one-hit-kills with spells like Thunder Runner and Savage Blow. They have plenty of raw power, but not much versatility, so consider filling Andarc's empty rune slot with a second magic type.



Starts at Level: 2

HP	27	MP	1 • 1 • 0 • 0	Runes	
STR	15	DEF	9	MOV	4
JMP	1	STR	3	SRL	3
MAG	3	EVA	4	PDF	4
WDF	3	SPD	3	LOC	3
Runes					

Blade Red

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
12	22	30	45	58	72	86	100

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Kyril	Coop	
Seneca	Roget	
Walter	Corselia	

Starting Equipment

Robe	Lightning Force Bead
Mittens	Medicine
Lightning Force Bead	Medicine



Seneca

Notes

Archers are a powerful class, and Seneca enjoys great synergy with Kyril and Andarc. Her Cooperative Cohort Attack with Andarc is very powerful in the early game, and since the two have plenty of long range attacks, there isn't too much of a drawback in keeping them together. The other archers you'll recruit can do some things Seneca can't (like riding mounts) but adding them doesn't mean you have to remove Seneca. The three archers can assist each other, use powerful Cooperative Attacks, and decimate armies with their hail of arrows.



Starts at Level: 2

HP	26	MP	1 • 0 • 0 • 0	Runes	
STR	16	DEF	7	MOV	5
JMP	2	STR	4	SRL	5
MAG	3	EVA	4	PDF	3
WDF	3	SPD	5	LOC	4
Runes					

Honeybee (Bow)

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
12	22	34	48	62	76	92	110

Learned & Available Skills

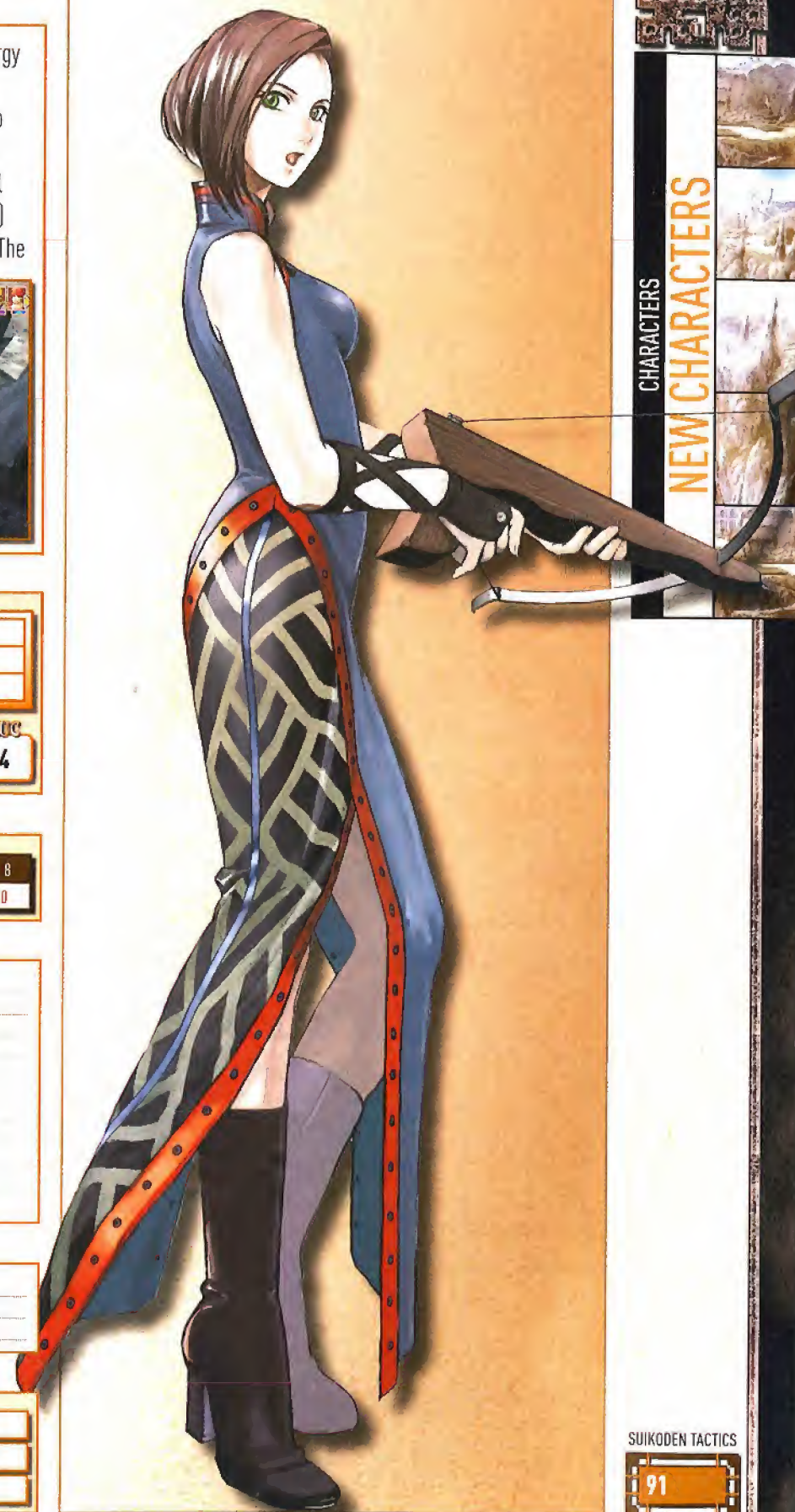
Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Kyril	Flare	
Andarc	Frederica	
Walter	Corselia	

Starting Equipment

Tunic	Wind Force Bead
Mittens	Medicine
Wind Force Bead	Medicine





Corsetia

Notes

Corsetia is a physically frail but versatile spellcaster, capable of both healing and offensive spells. She has many friends and can learn multiple Cooperative Attacks.



Joins when...

Corsetia will fight alongside you in the battles of Chapter 13, and officially join your party afterward.



Joins at Level 16

HP	112	MP	5	STR	3	DEF	1	MOV	0	EXP	0	Runes	
ATK	16	DEF	23	MOV	4	JMP	1	STR	8	SRL	11	WEA	32
STR	8	SRL	11	WEA	32	EVA	30	PDF	15	WDF	30	SPD	20
PDF	15	WDF	30	SPD	20	LUC	24	PDF	15	WDF	30	SPD	20

Flake Rod

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
8	18	28	38	48	58	68	78

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Kyriel	Millay	Seneca
Flare	Busk	Andarc
Rita	Ornela	

Starting Equipment

Magic Robe	Mega Medicine
	Mega Medicine
Salad	



Coop

Notes

Coop wields a great sword, a weapon that does heavy damage and affords its user defensive abilities but has limited speed. He is the only storyline character in this class.



Joins when...

Coops join your party at the beginning of Chapter 15.



Joins at Level 16

HP	146	MP	2	STR	0	DEF	0	MOV	0	EXP	0	Runes	
ATK	86	DEF	33	MOV	5	JMP	2	STR	24	SRL	13	WEA	5
STR	24	SRL	13	WEA	5	EVA	14	PDF	17	WDF	8	SPD	13
PDF	17	WDF	8	SPD	13	LUC	16	PDF	17	WDF	8	SPD	13

Glammie (Great sword)

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
18	30	46	62	78	94	110	130

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Andarc		
Roget		
Corsetia		

Starting Equipment

Battle Suit	

Simeon

Notes

Simeon's Flowing Rune allows him to cast the Silent Lake spell, one of the game's best spells. He also has the Wind Rune pre-installed for added versatility.



Joins when...

Simeon joins your party at the end of Chapter 16, after the battle in Haruna.



Joins at Level 26

HP	170	MP	7	STR	5	DEF	2	MOV	1	EXP	0	Runes	
ATK	21	DEF	42	MOV	4	JMP	2	STR	13	SRL	18	WEA	41
STR	13	SRL	18	WEA	41	EVA	24	PDF	16	WDF	47	SPD	29
PDF	16	WDF	47	SPD	29	LUC	32	PDF	16	WDF	47	SPD	29

Flycatcher (Rod)

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
8	18	28	38	48	58	68	78

Learned & Available Skills

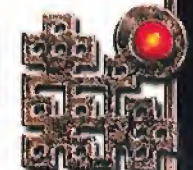
Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Jeane	Pablo	
Roget		
Maxine		

Starting Equipment

Thunder God's Garb	





Ornela

Notes

Ornela comes late to the party, but spear-users are powerful and her storyline character status protects her from true death.



Joins when...

Ornela and Busk join as NPC allies in Chapter 18, and officially join your party afterward.



Joins at Level 30

HP	222	MP	5 • 2 • 1 • 0	Runes	
STR	130	DEF	76	MOV	5
INT	2	SPR	42	SRL	45
WEA	33	EVA	34	PDF	32
WDF	33	SPD	47	LUC	35

Great Lance

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
16	28	42	56	72	88	106	122

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Busk	Corsetia
Jeane	
Kika	

Starting Equipment

Gold Mail	Medicine
Gold Bracers	Lightning Force Bead
Medicine	Flame Force Bead



Busk

Notes

Busk doesn't have any special properties besides his storyline character status, but that can be reason enough to use him in difficult fights.



Joins when...

Ornela and Busk join as NPC allies in Chapter 18, and officially join your party afterward.



Joins at Level 30

HP	273	MP	4 • 1 • 0 • 0	Runes	
STR	131	DEF	84	MOV	5
INT	2	SPR	43	SRL	34
WEA	19	EVA	28	PDF	40
WDF	34	SPD	35	LUC	42

Golden Spear

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
16	28	42	56	72	88	106	122

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Ornela	
Corsetia	

Starting Equipment

Gold Mail	Medicine
Gold Bracers	Lightning Force Bead
Medicine	Flame Force Bead



Roget

Notes

Roget is the only wind-focused spellcaster you can recruit, and his Cyclone Rune is a rare find. If you can forgive his past sins, he'll serve you will.



Joins when...

Roget appears as an enemy in the Graska Palace battle in Chapter 18, but he can be convinced to join you if you speak to him with Kyril during the battle.



Joins at Level 32

HP	265	MP	7 • 5 • 2 • 1	Runes	
STR	61	DEF	47	MOV	4
INT	1	SPR	23	SRL	28
WEA	42	EVA	39	PDF	25
WDF	43	SPD	45	LUC	25

Metal Rod

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
8	18	28	38	48	58	68	78

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Simeon	Andarc
Jeane	Maxine
Coop	

Starting Equipment

Cyclone Robe	Flowing Force Bead (x2)
Bangle	Cyclone Force Bead (x2)
Mega Medicine (x2)	M. Earth Force Bead (x2)



Lalacle

Notes

Lalacle is a quick claw fighter who can learn the rare Cross Counter skill. As an unkillable storyline character, she'll be a valuable ally in subsequent play-throughs.



Joins when...

To recruit Lalacle, you'll need to beat the game, then start a new game off of the saved file. Lalacle will join you in Chapter 4 of the new game.



Joins at Level 1

HP	22	MP	1 • 0 • 0 • 0	Runes	
STR	17	DEF	4	MOV	6
INT	2	SPR	2	SRL	3
WEA	3	EVA	2	PDF	2
WDF	3	SPD	2	LUC	2

Cat Fist (Claw)

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
15	25	40	55	70	85	105	120

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Starting Equipment

Tunic	





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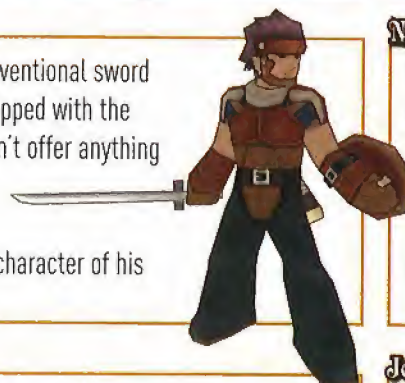
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Red Mercenary

Notes

The Red Mercenary is a conventional sword fighter that comes pre-equipped with the deadly Viper Rune. He doesn't offer anything that isn't already in your party, but his strength and HP are above par for a character of his class.



Joins when...

To recruit the mercenary group, you'll need to succeed at guild quests offered by Chieppoo & Co. while ignoring or failing at the quests offered by rival X & Co. You will also need to attain a Guild Rank of S and beat the Ruins of Obel at least once. If you do all this, the "A Letter of Challenge" quest will appear. If you can find and defeat the mercenaries in the Flowing Chamber after accepting it, all four will join you.

Joins at Level 30

HP	279	MP	4 • 1 • 0 • 0	Runes	Viper Rune
STR	54	DEF	84	MOV	5
SKL	33	MEG	23	EVA	26
PDF	42	WDF	33	SPD	33
LUC	31				

Sword

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
14	24	38	50	64	80	100	115

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Mercenary Leader		
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Starting Equipment

Gold Mail	
Dragon Shield	



Blue Mercenary

Notes

The Blue Mercenary wields a spear, and is the deadliest of the group. If you hone his weapon a few levels he'll become a fantastic Dispatch Quest warrior, and he performs well in combat as well.



Joins when...

To recruit the mercenary group, you'll need to succeed at guild quests offered by Chieppoo & Co. while ignoring or failing at the quests offered by rival X & Co. You will also need to attain a Guild Rank of S and beat the Ruins of Obel at least once. If you do all this, the "A Letter of Challenge" quest will appear. If you can find and defeat the mercenaries in the Flowing Chamber after accepting it, all four will join you.

Joins at Level 30

HP	253	MP	4 • 1 • 0 • 0	Runes	Unicorn Rune
STR	67	DEF	64	MOV	5
SKL	32	MEG	19	EVA	34
PDF	34	WDF	33	SPD	31
LUC	32				

Spear

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
16	28	42	56	72	88	106	122

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Mercenary Leader		
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Starting Equipment

Gold Mail	
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Yellow Mercenary

Notes

The Yellow Mercenary may be the least useful of the bunch, since you already have three great archers who can't be killed. But you never know when you'll need an archer on your bench to provide a killing blow to a distant enemy.



Joins when...

To recruit the mercenary group, you'll need to succeed at guild quests offered by Chieppoo & Co. while ignoring or failing at the quests offered by rival X & Co. You will also need to attain a Guild Rank of S and beat the Ruins of Obel at least once. If you do all this, the "A Letter of Challenge" quest will appear. If you can find and defeat the mercenaries in the Flowing Chamber after accepting it, all four will join you.

Joins at Level 30

HP	241	MP	5 • 2 • 1 • 0	Runes	Hawk Rune
STR	46	DEF	55	MOV	5
SKL	46	MEG	17	EVA	34
PDF	33	WDF	34	SPD	44
LUC	33				

Bow

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
12	22	34	48	62	76	92	110

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Mercenary Leader		
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Starting Equipment

Gold Chain Mail	
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Mercenary Leader

Notes

The Mercenary Leader is a water-based mage, something you have in abundance with Simeon and Corselia already in your group. She functions well with her comrades (all of whom will protect her) and is a great choice for magic-based dispatch quests.



Joins when...

To recruit the mercenary group, you'll need to succeed at guild quests offered by Chieppoo & Co. while ignoring or failing at the quests offered by rival X & Co. You will also need to attain a Guild Rank of S and beat the Ruins of Obel at least once. If you do all this, the "A Letter of Challenge" quest will appear. If you can find and defeat the mercenaries in the Flowing Chamber after accepting it, all four will join you.

Joins at Level 30

HP	221	MP	8 • 5 • 2 • 1	Runes	Water Rune
STR	28	DEF	59	MOV	4
SKL	24	MEG	45	EVA	42
PDF	35	WDF	54	SPD	38
LUC	26				

Staff

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
8	18	28	38	48	58	68	78

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Mercenary Leader		
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Starting Equipment

Shimmering Robe	
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Akaghi

Notes

Akaghi is a quick fighter with excellent mobility. His attack power is lacking, but he'll become a valuable asset when you attach a Lion Orb to enable claw-based rune attacks.



Joins when...

Akaghi joins you after your visit to Obel Palace in Chapter 9.



Joins at Level 8

HP	98	MP	100	EXP	1000	Runes	
STR	31	DEF	17	MOV	6	JMP	3
SKL	11	SRL	9	WEA	5	EVA	12
PDF	9	WDF	12	SPD	13	LUC	9

Chakram (Claw)

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
10	20	32	45	57	70	84	96

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Mizuki	Kate
Flare	
Lino En Kudes	

Starting Equipment

Leather Armor	Medicine
Leather Gloves	
Flame Force Bead	



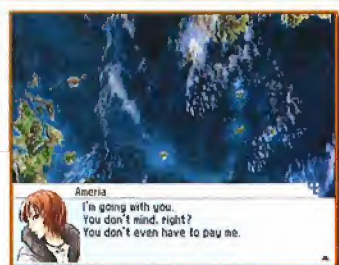
Ameria

Notes

Despite her manner of dress, Ameria isn't very popular; she has no good will partners whatsoever. She has strong stats and can ride both Kangacorns and Giant Owls, but a lack of synergy with other characters hurts her battle performance.

Joins when...

Mizuki and Akaghi rejoin you at the end of Chapter 11 with seven Obelian recruits in tow, Ameria among them.



Joins at Level 8

HP	89	MP	200	EXP	1000	Runes	
STR	47	DEF	14	MOV	6	JMP	2
SKL	9	SRL	12	WEA	14	EVA	10
PDF	9	WDF	8	SPD	15	LUC	9

Feather Sword

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
14	24	38	45	57	70	84	96

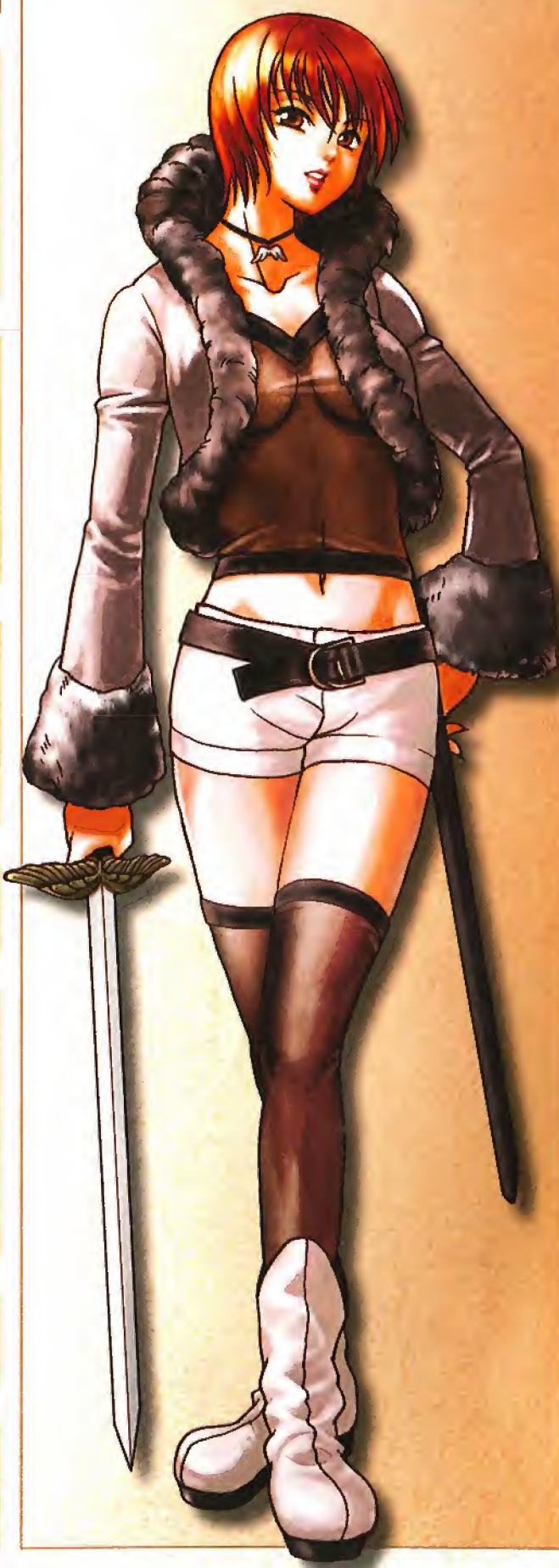
Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Starting Equipment

Leather Armor	



RETURNING CHARACTERS



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Axel

Notes

Axel is your first great sword user, a class that offers tremendous power, but usually at the expense of speed. This warrior is one of the better great swordsmen, since he has high mobility and is earth-type, just like the great sword's Titan Rune (which is sold separately).

Joins when...

Mizuki and Akaghi rejoin you at the end of Chapter 11 with seven Obelian recruits in tow, Axel among them.



Joins at level ??

HP	108	MP	10	EXP	1000	Runes	
STR	55	DEF	27	MOV	6	JMP	2
SKL	9	SRK	10	MAC	6	EVA	7
PDF	11	WDF	6	SPD	6	LUC	9

Sword

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
28	30	46	62	78	94	110	130

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish, Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Selma		
Mitsuba		

Starting Equipment

Battle Suit	



Carrie

Notes

Carrie's healing abilities can turn a battle around, but only if you can get her where she's needed. For that reason, keep her on the bench and switch her in when needed.



Joins when...

Mizuki and Akaghi rejoin you at the end of Chapter 11 with seven Obelian recruits in tow, Carrie among them.



Joins at level 9

HP	81	MP	20	EXP	2000	Runes	
STR	9	DEF	22	MOV	4	JMP	2
SKL	9	SRK	12	MAC	10	EVA	12
PDF	12	WDF	12	SPD	13	LUC	8

unarmed

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
-	-	-	-	-	-	-	-

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish, Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Yu		
----	--	--

Starting Equipment

Feather Robe	



RETURNING CHARACTERS

CHARACTERS





Cedric

Notes

Cedric is a good starter, since he can use his Vision ability to boost everyone's Evasion on turn 1, then run behind enemy lines and switch himself out for a superior fighter.



Joins when...

Accept the "Catch the Eat-and-Run Bandit" quest, then talk to Rachel in the port of Merseto. Hit Cedric in the ensuing battle without killing him, and he'll join your party.



Joins at Level 12

HP	81	MP	2000	Runes	
ATK	13	DEF	21	MOV	9
STR	13	SRL	15	WEA	11
EVA	22	PDF	16	WDF	13
SPD	22	LUC	13		
				Counter Rune	

unarmed

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
-	-	-	-	-	-	-	-

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heat
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Rachel		

Starting Equipment

Thunder God's Garb	



Champo

Notes

Champo's balloon rune is cute, but his weak attack may serve you better in Dispatch Quests than on the field. Unless, of course, you plan to pair him with Noah and Nalkul



Joins when...

Visit Merseto in Chapter 15 or beyond, and listen to the gossip of the "Old Man," which concerns an attack on some Nay-Kobold merchants at the port. Go to the port area, and a battle will begin. If you can defeat all their enemies, Champo, Nalkul, and Noah will join you.

Joins at Level 24

HP	224	MP	4100	Runes	
ATK	46	DEF	46	MOV	6
STR	36	SRL	29	WEA	13
EVA	30	PDF	26	WDF	20
SPD	39	LUC	28		
				Balloon Rune	

Claws

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
10	20	32	45	57	70	84	96

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heat
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Nalkul		
Noah		

Starting Equipment

Nay-Kobold Garb	



CHARACTERS

RETURNING CHARACTERS





Charlemagne

Notes

Charlemagne and Reinbach's Narcissism skill allow them to do extra damage to their targets, but they do less damage than most sword-fighters to begin with, so they're still merely average on offense. Reinbach is the better of the two, but if you're using one you might as well use the other to take advantage of their Cooperative "Love Love Attack".

Joins when...

Complete the "Dear Friend..." guild quest (Rank D) by trading items for a Crystal Ball, and then stumbling onto a battle on the Terana Plain. Charlemagne will join you in the battle, and officially join your party when you report back to Reinbach in Middleport.

Joins at level 18

HP	151	MP	3 • 0 • 0 • 0	Runes	
STR	53	DEF	33	MOV	5
JMP	2	SR	21	SRL	20
MAG	23	EVA	20	PDF	22
WDF	22	SPD	21	LUC	19
M. Earth Sword Rune					

Stats (Sword)

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
7	18	32	42	55	67	80	92

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Reinbach		

Starting Equipment

Chain Mail	



Dario

Notes

If you can get him early and begin boosting his stats, Dario can be quite potent. His good relations with the rest of the pirates (and his Cooperative Attacks) may be his greatest assets.



Joins when...

If you visit the Nest of Pirates during Chapter 10 on Wind or Earth day, Nalleo and Dario will join you. If you visit on Fire or Water day, you'll get Sigurd and Hervey instead, but you can return to pick up the other two after Chapter 14.

Joins at level 7

HP	85	MP	1 • 0 • 0 • 0	Runes	
STR	30	DEF	16	MOV	5
JMP	2	SR	14	SRL	6
MAG	1	EVA	7	PDF	8
WDF	6	SPD	6	LUC	10
Gozz Rune					

Wood Smasher (Axe)

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
16	28	42	56	70	82	95	110

Learned & Available Skills

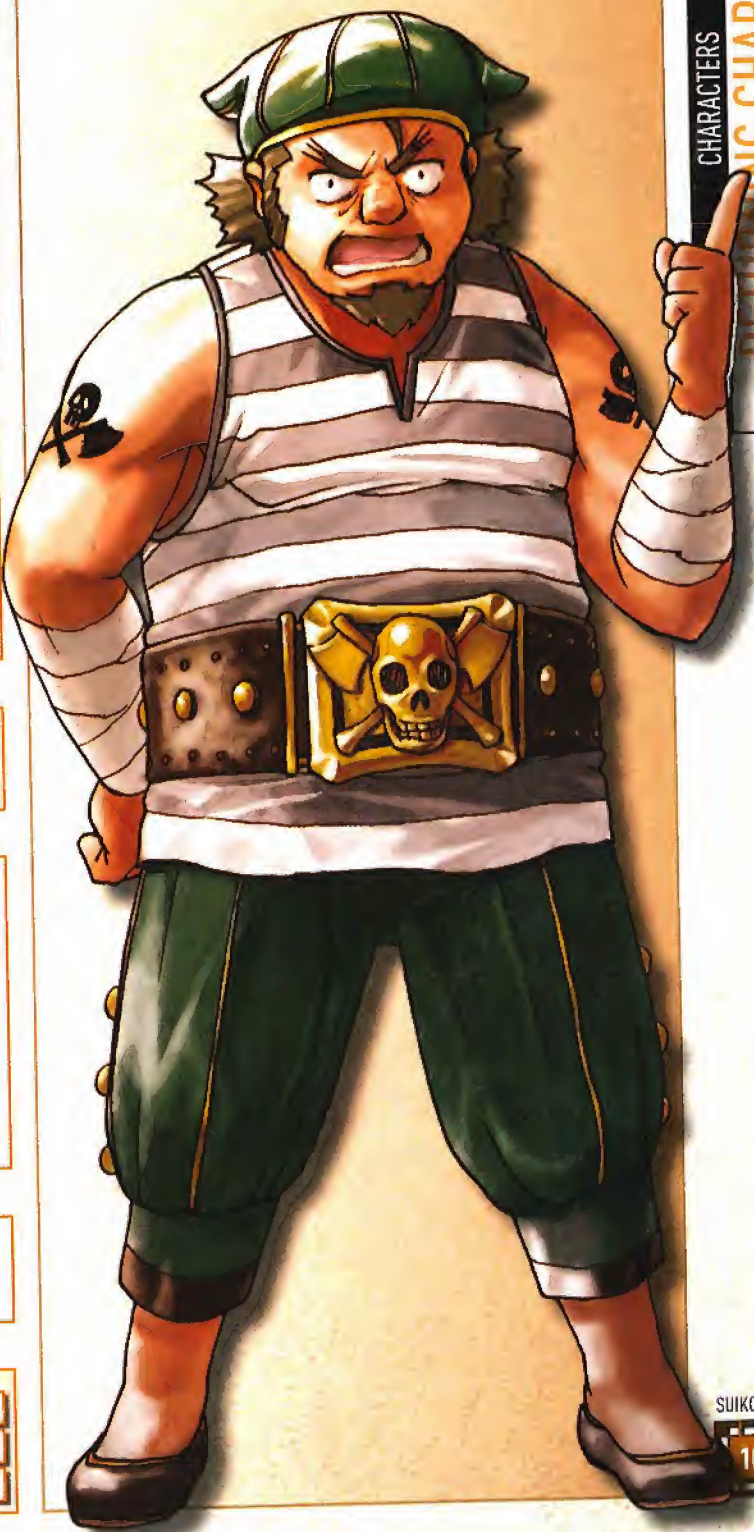
Counterattack:	D	Wind Magic	Godspeed
Parry:		Lightning Magic	Jump
Cross Counter:		Earth Magic	Guard
Deflect Missiles:		Punish. Magic	Narcissism
Smash:		Concentration	Steal
Sniper:		Bull's Eye	Treasure Hunter
Battle Lust:		Dodge	True Godspeed
Shield Defense:		Critical Hit	Heal
Armor Defense:	C	Mind's Eye	First Aid
Fire Magic:		Hidden Power	Backup
Water Magic:		Extra Move	

Good Will Partners

Nalleo	Hervey	
Kika		
Sigurd		

Starting Equipment

Leather Armor	
Leather Gloves	
Earth Force Bead	



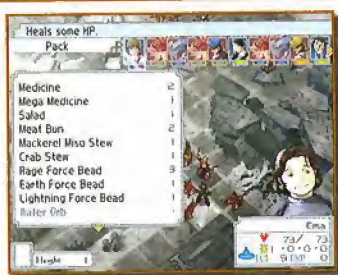
RETURNING CHARACTERS



Ema

Notes

Ema's "Pack" ability may not be thrilling, but it's always nice to have a competent healer on the bench for emergencies. Don't forget she's there!



Joins when...

If you return to Merseto during Chapter 11 or any time after, Gary and Ema will meet you at the entrance to town and join your party.



Joins at Level: 9

HP	73	EXP	1 • 0 • 0 • 0
STR	7	DEF	19
MOV	4	JMP	1
SKL	10	MAG	7
EVA	10	PDF	9
WDF	11	SPD	11
LUC	8		

unarmed

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
-	-	-	-	-	-	-	-

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Gary		
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Starting Equipment

Feather Robe	



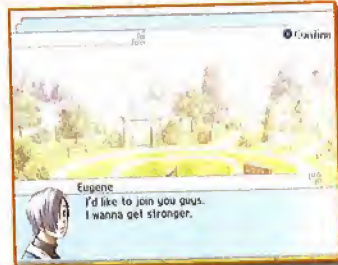
Eugene

Notes

The Unicorn Rune is exclusive to spear-users, and it's one of the best runes in the game. Attaching it will give characters like Eugene a boost in attack power and range, as well as the ability to hit multiple enemies. With his Firefly Rune making him an irresistible target to foes, Eugene will rarely lack for targets to attack, but keeping him alive could be a challenge.

Joins when...

Visit Na-Nal on any Water day, and you'll see Eugene's name in the Gossip list. After a brief chat, he'll join your party.



Joins at Level: 8

HP	97	EXP	2 • 0 • 0 • 0
STR	39	DEF	12
MOV	5	JMP	2
SKL	13	MAG	11
EVA	8	PDF	7
WDF	10	SPD	8
LUC	6		

Heirloom Spear

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
16	28	42	56	72	88	106	122

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Lino En Kuldes		
Rachel		

Starting Equipment

Leather Armor	



RETURNING CHARACTERS





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CHARACTERS

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Flare

Notes

What's not to love about Flare? She's an archer, she can't be killed, and she's a participant in three different Cooperative Attacks!



Joins when...

When you return to the world map by choosing "Depart" after visiting the Obel Palace in Chapter 9, Flare will meet up and join your party.



Joins at Level 8

HP	76	MP	2 • 0 • 0 • 0	Range	
ATK	32	DEF	23	MOV	5
JMP	2	STR	10	SKL	15
MAG	12	EVA	10	PDF	9
VDF	15	SPD	13	LUC	13
Runes	Hawk Rune				

Harpor (Bow)

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
12	22	34	48	62	76	92	110

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Hero	Frederica
Lino En Kuldes	Seneca
Corsetia	Millay

Starting Equipment

Chain Mail	Wind Force Bead
Leather Gloves	
Medicine	



Frederica

Notes

Archers are great, especially when they can't be killed and can ride Giant Owls. Flare and Seneca may be more generally useful, but there are times when Fred's Earth element is valuable.



Joins when...

Frederica joins you automatically at the beginning of the Small Border Village battle in Chapter 16.



Joins at Level 27

HP	203	MP	4 • 2 • 1 • 0	Range	
ATK	94	DEF	40	MOV	5
JMP	2	STR	32	SKL	38
MAG	31	EVA	35	PDF	24
VDF	25	SPD	42	LUC	36
Runes	Hawk Rune				

Snake Bone Bow

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
12	22	34	48	62	76	92	110

Learned & Available Skills

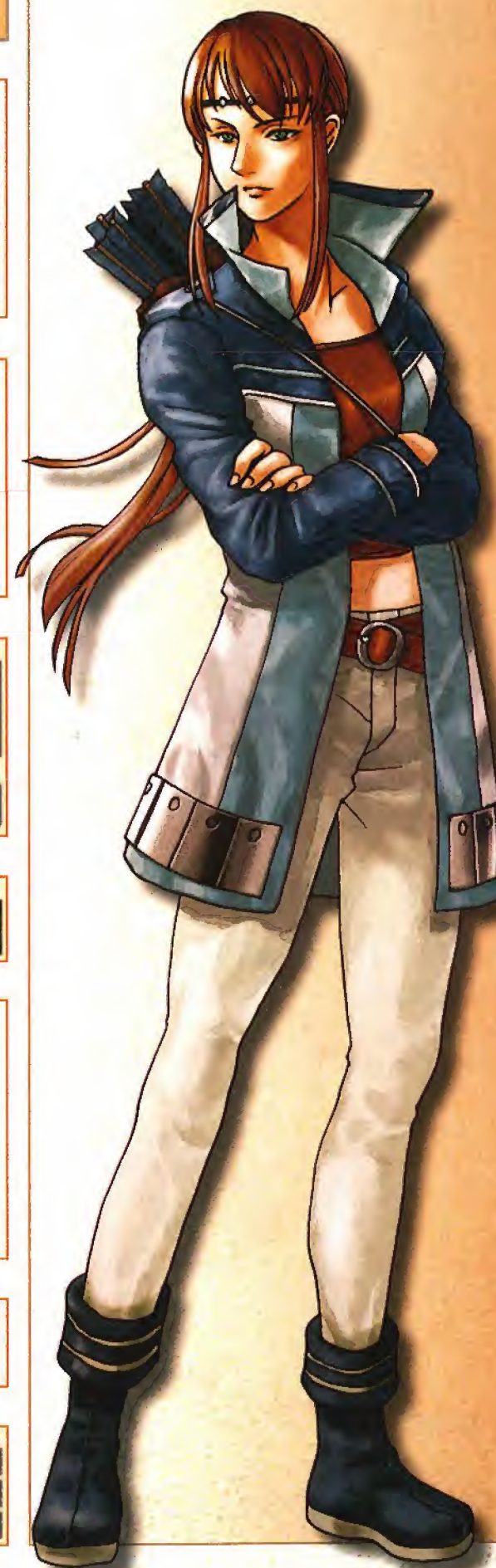
Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Flare	
Seneca	

Starting Equipment

Silver Chain Mail	



RETURNING CHARACTERS

CHARACTERS



Gary

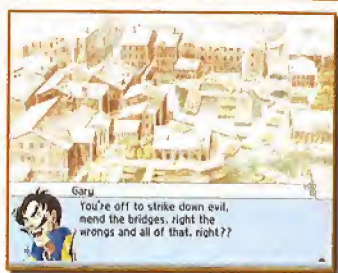
Notes

Everyone enjoys the stat boosts from Gary's backup ability, and characters are rarely threatened on turn 1. So start with Gary, use him, and switch him out on turn 2.



Joins when...

If you return to Merseto during Chapter 11 or any time after, Gary and Ema will meet you at the entrance to town and join your party.



Joins at level 10

HP	98	MP	2000	Runes	
ATK	8	DEF	24	MOV	5
JMP	2	STR	8	SKL	12
WAG	12	EVA	14	PDF	13
WDF	13	SPD	12	LUC	7

unarmed

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
-	-	-	-	-	-	-	-

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish, Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Ema		

Starting Equipment

Chain Mail	



Gretchen

Notes

Gretchen's stats are merely par, and she doesn't have many friends. She can ride both types of mounts, but there are far better characters who can do the same. Use her as an expendable fighter or focus her attention on the Dispatch Quest circuit.

Joins when...

Mizuki and Akaghi rejoin you at the end of Chapter 11 with seven Obelian recruits in tow, Gretchen among them.



Joins at level 8

HP	71	MP	1000	Runes	
ATK	50	DEF	24	MOV	5
JMP	2	STR	12	SKL	10
WAG	5	EVA	9	PDF	13
WDF	4	SPD	10	LUC	9

Long Sword

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
14	24	38	50	64	80	100	115

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish, Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Katarina		
Keneth		

Starting Equipment

Chain Mail	



RETURNING CHARACTERS





Hero (of Suikoden IV)

Notes

It's a lot of trouble to get him, but those that do will find the Hero to be the strongest character in the game. He can't be killed, he has solid stats, and his Rune of Punishment is very powerful. Best of all, he has more friends than any other character and can participate in Cooperative Attacks with Kyril and Snowe.

Joins when...

If you began your quest by loading a completed saved game from Suikoden IV with all 108 characters, you can visit Obel in Chapter 12 and speak to Lino En Kuldes in the Gossip menu. He will send you to the Deserted Island, where you can help the hero in a battle. Afterward, he'll join you.

Joins at Level 12

HP	102	MP	3 • 2 • 0 • 0	Runes	
STR	74	DEF	29	MOV	5
SKL	21	MAG	13	EVA	17
PDF	15	WDF	20	SPD	19
LUC	11				
				Rune of Punishment	

Dual Swords: Twin Fang

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
14	25	40	54	68	82	97	110

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Snowe	Flare	Jewel
Kika	Keneth	Paula
Kyril	Tal	Lino En Kuldes

Starting Equipment

Iron Mail	Medicine
	Medicine
Medicine	Mega Medicine



Hervey

Notes

Hervey is a versatile fighter with good stats, and is one of the first characters who can ride mounts. He is decent alone and quite strong when used with Sigurd and the other pirates.



Joins when...

If you visit the Nest of Pirates during Chapter 10 on Fire or Water day, Hervey and Sigurd will join you. If you visit on Earth or Wind day, you'll get Dario and Nalleo instead, but you can return to pick up the other two after Chapter 14.

Joins at Level 4

HP	41	MP	1 • 0 • 0 • 0	Runes	
STR	21	DEF	10	MOV	5
SKL	7	MAG	2	EVA	7
PDF	5	WDF	5	SPD	8
LUC	5				
				Rage Sword Rune	

Broad Sword

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
14	24	38	50	64	80	100	115

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Kika	Nalleo	
Sigurd		
Dario		

Starting Equipment

Tunic	Medicine
Leather Gloves	Flame Force Bead
Medicine	Flame Force Bead





Jeane

Notes

You already have a Lightning-based spellcaster with Andarc, but Jeane is still a very useful character. Her greatest asset is her beauty, which manifests in various ways. Her Charm Rune gives her good will with everyone, and she has several Cooperative Attacks; a duet with Katarina, a trio with Kika and Ornela, and a sorcery quartet with Simeon, Roget and Maxine.

Joins when...

Complete the "Fragments of the Five Elements" (Rank A) and bring the five fragments to an inn in Haruna, where Jeane will join you.



Joins at Level: 16

HP	111	MP	6 • 4 • 1 • 0	Runes	Charm Rune
STR	29	DEF	28	MOV	4
SPR	17	SKL	26	MAG	30
STA	17	PDF	10	WDF	30
SPD	13	LUC	17		

Red

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
12	22	30	45	58	72	86	100

Learned & Available Skills

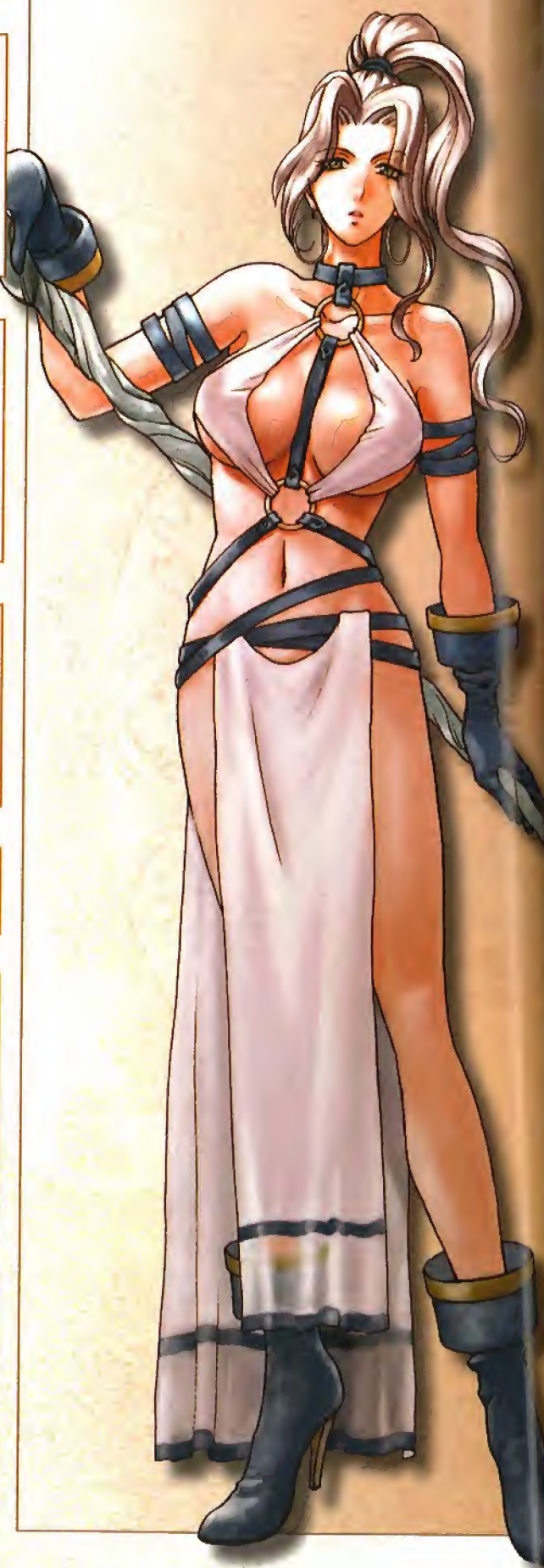
Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Ornela	Roget	
Kika	Simeon	
Katarina	Maxine	

Starting Equipment

Feather Robe	
Silver Bracelet	



Jeremy

Notes

Jeremy is a solid fighter who has friends within two different groups of characters. He has one Cooperative Attack with his fellow Obel soldiers, and another with Mitsuba and Reinhold.



Joins when...

Mizuki and Akaghi rejoin you at the end of Chapter 11 with seven Obelian recruits in tow, Jeremy among them.



Joins at Level: 9

HP	89	MP	2 • 0 • 0 • 0	Runes	
STR	49	DEF	22	MOV	6
SPR	11	SKL	16	MAG	16
STA	12	PDF	11	WDF	7
SPD	13	LUC	10		

Sword: Lucky Blade

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
14	24	38	50	64	80	100	115

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Trishan	Reinhold	
Millay	Lino En Kuldes	
Mitsuba	Flare	

Starting Equipment

Chain Mail	





Jewel

Notes

Jewel is an average fighter and excellent Giant Owl Rider. Deploy her with Keneth, Tal, and Paula to learn the "Old Knight" Cooperative Attack.



Joins when...

Jewel, Paula and Selma join you automatically after Kyril's third turn during the Small Border Village battle in Chapter 16.

Joins at Level 27

HP	227	MP	4 • 1 • 0 • 0	Runes	
STR	103	DEF	67	MOV	6
SRL	39	MEG	25	EVA	43
PDF	33	WDF	32		
				Flowing Sword Rune	

White Sword

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
14	24	38	50	64	80	100	115

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish, Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Hero	Keneth	
Snowe	Tal	
Paula		

Starting Equipment

Silver Mail	Mega Medicine
Silver Bracers	Mega Medicine
Mega Medicine	



Karl

Notes

Cross Counter is a great skill for a frontline fighter, and Karl should be tough enough to survive in that role. His White Tiger Rune allows him to boost himself when no foes are within range.



Joins when...

Accept the "Missing Childrens" quest (Rank B) and, during the quest battle at the Ruins of Collanbal, have Kyril talk to Karl during the fight. Karl will not join if he isn't spoken to before the battle ends.

Joins at Level 24

HP	283	MP	3 • 1 • 0 • 0	Runes	
STR	57	DEF	62	MOV	5
SRL	47	MEG	9	EVA	29
PDF	25	WDF	10	SPD	30
				LUC	16
				Killer Rune	
				White Tiger Rune	

Iron Fists

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
10	22	34	46	58	70	82	95

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish, Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Corselia		
Kyril		

Starting Equipment

Master's Vest	Thunder Force Bead
Master's Wristbands	Mega Medicine
Strength Sash	



RETURNING CHARACTERS





Katarina

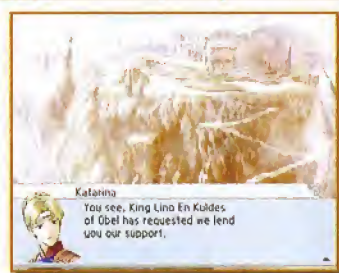
Notes

Katarina's wide array of Cooperative Attacks allows her to steal the title of Best Fire Spellcaster from Maxine. Try using her with Keneth, Jeane, or Pablo.



Joins when...

Accept the "Get the Imposters! (Part 2)" guild quest (Rank C) and protect Keneth and Katarina during the battle at El-Eal. If you succeed, they'll join your party.



Joins at Level 16

HP	126	MP	4 • 3 • 0 • 0	Runes	
STR	44	DEF	32	NOV	4
JMP	1	STR	16	SRL	17
WAC	20	EVA	21	PDF	22
MDF	23	SPD	19	LTC	9
Fire Rune		Lightning Rune			

Red: Naganara

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
8	18	28	38	48	58	68	78

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Keneth		
Jeane		
Pablo		

Starting Equipment

Feather Robe	



Kate

Notes

Kate is very similar to Sigurd, the other throwing knife user, but she joins at a much higher level. The Eagle Rune is so stunningly powerful that they're both worth using.



Joins when...

If you visit Haruna in Chapter 18 or beyond, you'll see a "to the Street Corner" option in the town menu. Choose it, and you'll trigger a battle in which you must protect Kate from enemy soldiers. Afterward, you'll be given the option to recruit her.

Joins at Level 28

HP	209	MP	5 • 2 • 1 • 0	Runes	
STR	42	DEF	53	NOV	5
JMP	3	STR	30	SRL	41
WAC	26	EVA	53	PDF	30
MDF	21	SPD	53	LTC	24
Eagle Rune					

Throwing Knives: Black Flower

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
12	22	34	48	62	76	92	110

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Mizuki		
Akaghi		

Starting Equipment

Ninja Garb	
Ninja Braces	



RETURNING CHARACTERS

CHARACTERS





Keneth

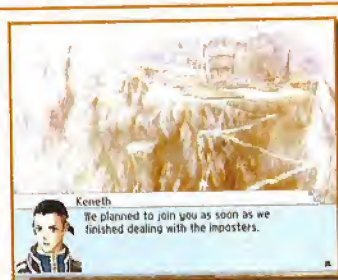
Notes

Keneth isn't terribly powerful, but his Viper Rune can make that a moot point; it allows him to score one-hit-kills with poison. Keneth is at his best when used with his friends.



Joins when...

Accept the "Get the Imposters! (Part 2)" guild quest (Rank C) and protect Keneth and Katarina during the battle at El-Eal. If you succeed, they'll join your party.



Joins at Level 16

HP	137	MP	3 • 1 • 0 • 0	Runes	
STR	58	DEF	32	MOV	5
INT	2	SPR	20	SKL	23
MAG	19	EVA	18	PDF	18
WDF	18	SPD	18	LUC	17
Rune: Viper Rune, Thunder Sword Rune					

Three-Star Sword

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
14	24	38	50	64	80	100	115

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heat
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Hero	Tal	
Jewel	Katarina	
Paula	Snowe	

Starting Equipment

Iron Mail	



Kika

Notes

Kika's trademark Falcon Rune gives her access to a series of very powerful attacks that can do up to triple damage. That rune alone makes Kika one of the game's best characters.



Joins when...

Kika fights with you in Chapter 8 and joins officially after you visit Obel at the end of Chapter 9.



Joins at Level 8

HP	68	MP	2 • 0 • 0 • 0	Runes	
STR	49	DEF	24	MOV	6
INT	2	SPR	8	SKL	13
MAG	7	EVA	12	PDF	10
WDF	9	SPD	10	LUC	9
Rune: Falcon Rune					

Dual Swords: Deesha

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
14	25	40	54	68	82	97	110

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Hero	Ornela	Dario
Nalleo	Sigurd	
Jeane	Hervey	

Starting Equipment

Iron Mail	Wind Force Bead
Medicine	





Lino En Kuldes

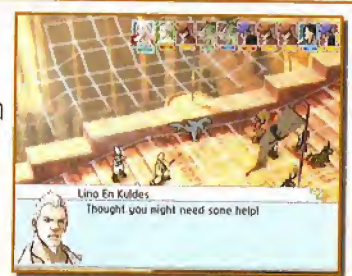
Notes

Lino is the last of the spear-users, and probably the best. That's because he can't be killed, has a Cooperative Attack with Flare, and can ride any mount. Too bad he joins so late in the game!



Joins when...

Lino En Kuldes joins you automatically during the Battle at the Palace Gates in Chapter 18.



Joins at Level 31

HP	284	MP	4 • 1 • 0 • 0	Runes	Unicorn Rune
STR	125	DEF	63	MOV	5
SPR	52	SRL	33	MAG	16
INT	33	WIS	35	POW	37
AGI	27	LUK	25	SPD	33

Horus (Spear)

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
12	24	36	48	61	73	86	99

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Flare	Rachel
Hero	
Eugene	

Starting Equipment

Knight Armor	Mega Medicine
	Rage Force Bead
Mega Medicine	Rage Force Bead



Maxine

Notes

While Maxine can't ultimately compete with spellcasters like Katarina and Jeane, she'll serve you well as one of your earliest recruits.



Joins when...

Accept the "Hand Delivery" quest (Rank E) and take the letter to Hermitage Island. After reading it, Maxine will join you.



Joins at Level 6

HP	52	MP	2 • 1 • 0 • 0	Runes	Fire Rune
STR	14	DEF	11	MOV	4
SPR	6	SRL	8	MAG	9
INT	7	WIS	7	POW	5
AGI	10	LUK	9	SPD	7

Crescent Rod

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
8	18	28	38	48	58	68	78

Learned & Available Skills

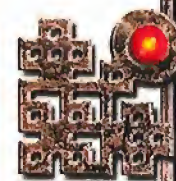
Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Jeane	
Simeon	
Roget	

Starting Equipment

Guard Robe	



RETURNING CHARACTERS

Millay

Notes

Millay has strong starting stats and plenty of friends. She can ride both mounts and has Cooperative Attacks with Trishtan and Jeremy, or Rita and Corselia.



Joins when...

Mizuki and Akaghi rejoin you at the end of Chapter 11 with seven Obelian recruits in tow, Millay among them.



Joins at Level 9

HP	74	MP	2000	Runes	
ATK	54	DEF	22	MOV	6
JMP	2	STR	16	SRL	13
MAG	11	EVA	14	PDF	11
MDF	10	SPD	15	LUC	15

Brass Sword

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
14	24	38	50	64	80	100	115

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Corselia	Trishtan
Rita	Lino En Kuldies
Jeremy	Flare

Starting Equipment

Chain Mail	

Mitsuba

Notes

Mitsuba's Chameleon Rune ensures that her elemental affinity will always match the day of the week. So if you ever need a strong fighter in an area where one element predominates, you can rest until the appropriate day and let Mitsuba shine. On her element of choice, her great sword will rarely fail to score a kill, provided you boost her accuracy with skills.

Joins when...

If you return to Merseto on Chapter 16 or beyond, you'll find Reinhold in the Gossip menu. Speak to him, and then head to the Terana Plains, where you'll be ambushed by Mitsuba. If Kyriel can beat her in a duel, she will join your party.

Joins at Level 26

HP	270	MP	3000	Runes	
ATK	66	DEF	53	MOV	5
JMP	2	STR	48	SRL	19
MAG	12	EVA	28	PDF	29
MDF	29	SPD	29	LUC	41

Stone Breaker (Great Sword)

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
18	30	46	62	78	94	110	130

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Selma	Reinhold
Axel	
Jeremy	

Starting Equipment

Silver Mail	



Mizuki

Notes

With her ability to dodge true death, her powerful Shrike Rune and her great mobility, Mizuki will likely become your party's premier Water-type fighter.



Joins when...

Mizuki joins you after your visit to Obel Palace in Chapter 9.



Joins at Level 8

HP	73	MP	2 • 0 • 0 • 0	Runes	
STR	29	DEF	17	NOV	6
INT	3	SPR	9	WAG	8
SKL	12	WAG	8	EVA	17
PDF	9	WDF	14	SPD	16
LUC	11				

Damascan (Claws)

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
10	20	32	45	57	70	84	96

Learned & Available Skills

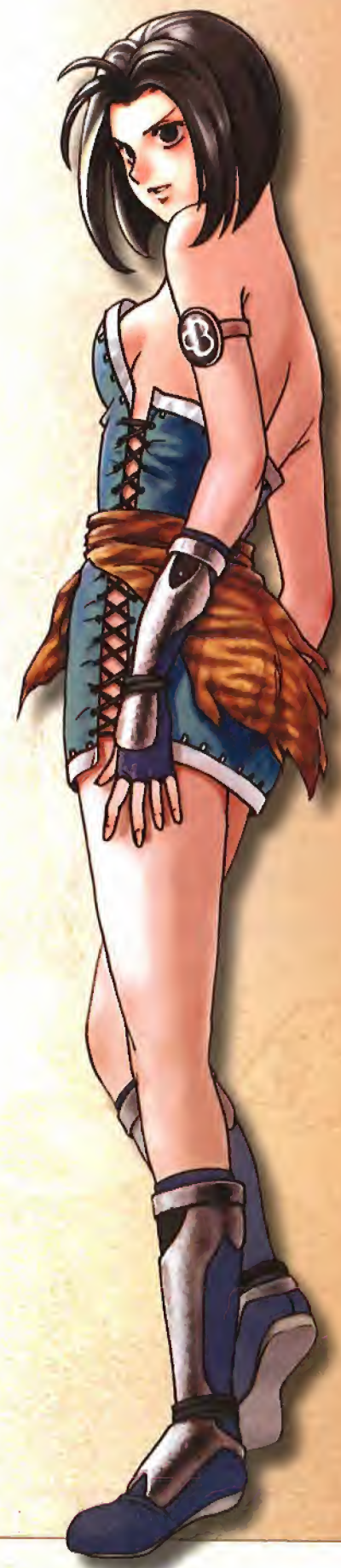
Counterattack:	Wind Magic	Godspeed
Party:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Akaghi	Kate
Flare	
Lino En Kuldes	

Starting Equipment

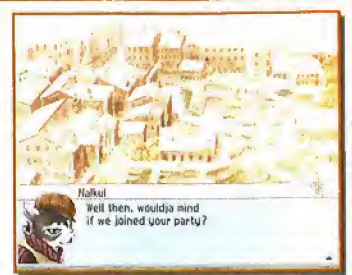
Leather Armor	Medicine
Leather Gloves	
Water Force bead	



Nalkul

Notes

It's hard for Nay-Kobold claw fighters to compete with Akaghi and Mizuki, who have been with you longer and can't be killed. At least Nalkul has great stats for Dispatch Quests.



Joins when...

Visit Merseto in Chapter 15 or beyond, and listen to the gossip of the "Old Man," which concerns an attack on some merchants at the port. Go to the port area, and a battle will begin. After the battle, Champo, Nalkul, and Noah will join you.

Joins at Level 25

HP	210	MP	5 • 2 • 1 • 0	Runes	
STR	36	DEF	47	NOV	6
INT	3	SPR	26	WAG	12
SKL	39	WAG	12	EVA	41
PDF	27	WDF	34	SPD	43
LUC	30				

Ope (Claws)

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
10	20	32	45	57	70	84	96

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Party:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Noah	
Champo	

Starting Equipment

Nay-Kobold Garb	





Nalleo

Notes

The pirates are a pretty strong group when used together, with several Cooperative Attacks between them. Despite his youth, Nalleo is among the stronger straight fighters in the group.



Joins when...

If you visit the Nest of Pirates during Chapter 10 on Wind or Earth day, Nalleo and Dario will join you. If you visit on Fire or Water day, you'll get Sigurd and Hervey instead, but you can return to pick up the other two after Chapter 14.

Joins at level 7

HP	65	MP	200	Runes	
ATK	36	DEF	16	MOV	6
JMP	2	STR	8	SKL	13
MAG	8	EVA	9	PDF	8
WDF	7	SPD	10	LUC	12
Cyclone Sword Rune					

Wood Splitter (Axe)

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
16	28	42	56	70	82	95	110

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Dario	Hervey
Kika	
Sigurd	

Starting Equipment

Leather Armor	
Leather Gloves	



Noah

Notes

Noah is the only character that can steal, which is a great way to get items from monsters for guild quests. (It tends not to be too effective against human opponents, especially bosses.)



Joins when...

Visit Merseto in Chapter 15 or beyond, and listen to the gossip of the "Old Man," which concerns an attack on some merchants at the port. Go to the port area, and a battle will begin. After the battle, Champo, Nalkul, and Noah will join you.

Joins at level 23

HP	170	MP	400	Runes	
ATK	25	DEF	44	MOV	6
JMP	2	STR	25	SKL	29
MAG	22	EVA	39	PDF	24
WDF	16	SPD	42	LUC	24
Mischief Rune					

Soft-Hand

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
-	-	-	-	-	-	-	-

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Nalkul	Rene
Champo	
Rita	

Starting Equipment

Nay-Kobold Garb	





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Pablo

Notes

Pablo is your party's only Earth Magic specialist, so he's worth a careful look. He starts at a very low level, but he can boost it easily by using defensive Earth Spells. Earth Magic doesn't have a lot of attack options, but Pablo can do some damage with Cooperative Attacks when partnered with mages like Katarina and Simeon.

Joins when...

Return to Middleport in Chapter 9 and find Pablo in the Gossip menu. He will join you after a brief conversation.



Joins at Level 5

HP	53	MP	2 • 1 • 0 • 0	Runes	
STR	11	DEF	11	MOV	4
JMP	1	STR	3	SRL	4
MAG	6	EVA	6	PDF	5
IDE	8	SPD	8	LUC	7
Earth Rune					

Sphere: Red

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
8	18	28	38	48	58	68	78

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Katarina		
Simeon		

Starting Equipment

Guard Robe	



Paula

Notes

Paula is a conventional fighter distinguished only by her Great Owl Rune (which makes her one of your best air force warriors) and her many powerful friends. Along with Keneth, Tal and Jewel she can unleash the powerful Old Knights Cooperative Attack.

Joins when...

Jewel, Paula and Selma join you automatically after Kyril's third turn during the Small Border Village battle in Chapter 16.



Joins at Level 27

HP	201	MP	4 • 2 • 1 • 0	Runes	
STR	95	DEF	56	MOV	6
JMP	2	STR	31	SRL	38
MAG	37	EVA	41	PDF	22
IDE	46	SPD	37	LUC	30
Giant Owl Rune					

Shining Sword

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
14	24	38	50	64	80	100	116

Learned & Available Skills

Counterattack:	B	Wind Magic	Godspeed
Parry:	B	Lightning Magic	Jump
Cross Counter:		Earth Magic	Guard
Deflect Missiles:		Punish. Magic	Narcissism
Smash:		Concentration	Steal
Sniper:		Bull's Eye	Treasure Hunter
Battle Lust:	C	Dodge	True Godspeed
Shield Defense:		Critical Hit	Heal
Armor Defense:		Mind's Eye	First Aid
Fire Magic:		Hidden Power	Backup
Water Magic:		Extra Move	

Good Will Partners

Hero	Keneth	
Selma	Tal	
Jewel	Snowe	

Starting Equipment

Silver Mail	Mega Medicine
Silver Bracers	Mega Medicine
Mega Medicine	



CHARACTERS

RETURNING CHARACTERS



Rachel

Notes

Spear users are always great, especially when they come equipped with the Unicorn Rune. Even if you already have Eugene, Rachel is worth developing for their Cooperative Attack with Lino.



Joins when...

Accept the "Catch the Eat-and-Run Bandit" quest, then talk to Rachel in the port of Merseto. Hit Cedric in the ensuing battle without killing him, and both he and Rachel will join your party.



Joins at Level 9

HP	150	MP	200	EXP	2000	Runes	Unicorn Rune
STR	52	DEF	22	MOV	6	JMP	2
SKL	10	SRL	14	MAG	8	EVA	11
POF	11	WDF	6	SPD	17	LUC	11

Garmp (Spear)

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
16	28	42	56	72	88	106	122

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Eugene		
Lino En Kudes		
Cedric		

Starting Equipment

Chain Mail	

Reinbach

Notes

Reinbach has his own special Red Rose Rune that can cause Sleep conditions along with damage. That along with the Narcissism skill more than makes up for his weak attack power.



Joins when...

Complete the "Dear Friend..." guild quest (Rank D) by trading items for a Crystal Ball, and then stumbling onto a battle on the Terana Plain. Report back to Reinbach in the Middleport Inn and he will join you.

Joins at Level 18

HP	136	MP	300	EXP	3000	Runes	Red Rose Rune
STR	61	DEF	34	MOV	5	JMP	2
SKL	19	SRL	28	MAG	29	EVA	27
POF	21	WDF	20	SPD	22	LUC	23

Rosage (Rapier)

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
7	18	32	42	55	67	80	92

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Charlemagne		
Kyrit		

Starting Equipment

Chain Mail	
Rose Crest	

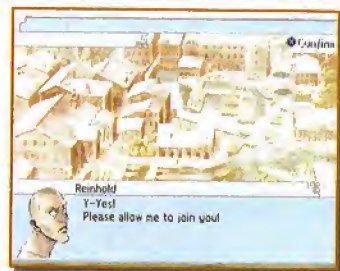




Reinhold

Notes

With so many strong spear-users, it's hard to find a place for Reinhold. But if you didn't recruit Eugene or Rachel early (or you've had some casualties), Reinhold will get the job done.



Joins when...

If you return to Merseto on Chapter 16 or beyond, you'll find Reinhold in the Gossip menu. Speak to him, and then head to the Terana Plains, where you'll be ambushed by Mitsuba. Beat her in a duel, then return to Merseto and report to Reinhold.

Joins at Level: 26

HP	240	MP	4	STR	1	DEF	0	MOV	0	EXP	0
ATK	76	DEF	40	MOV	5	JMP	2	STR	34	SKL	29
SPR	34	SKL	29	MAG	20	EVA	29	PDF	24	WDF	29
SPD	29	LUC	20								

Baby Bamboo Spear

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
16	28	42	56	72	88	106	122

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Mitsuba		
Jeremy		

Starting Equipment

Battle Suit	



Rene

Notes

Rene's Dig skill is the only way to get dozens of great items, including ones required for guild quests. If she dies there is no replacing her, so protect her at all costs!



Joins when...

Complete the "Seeking Treasure Hunt Partners" quest (Rank E) by having Rene dig up three pieces of Prime Gold Ore in the Deserted Island beach. If you succeed, Rene will join you.



Joins at Level: 1

HP	18	MP	1	STR	0	DEF	0	MOV	0	EXP	0
ATK	2	DEF	8	MOV	5	JMP	2	STR	2	SKL	4
SPR	2	SKL	4	MAG	2	EVA	2	PDF	2	WDF	2
SPD	2	LUC	2								

(unarmed)

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
-	-	-	-	-	-	-	-

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Rita		
Noah		

Starting Equipment

Guard Robe	



CHARACTERS

RETURNING CHARACTERS





Rita

Notes

If you recruit Rita in Chapter 5 and carefully raise her, she'll become a powerful character with a great selection of skills. If you don't start early, raising her from level 1 won't be worth it.



Joins when...

Accept the "Game On!" quest (Rank E) and beat Rita at her element-shifting game. If you succeed, she'll join you.



Joins at Level 1

HP	19	MP	100	EXP	100	Range	
STR	18	DEF	5	MOV	5	JMP	2
SPR	2	SRL	2	MAC	3	EVA	2
PDF	3	WDF	2	SPD	2	LUC	3

Lovely Hammer

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
16	28	42	56	70	82	95	110

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Millay	Rene	
Corselia		
Noah		

Starting Equipment

Tunic	



Selma

Notes

Selma wields a great sword and is a serious contender for the title of most powerful character. She's quite strong on defense as well, and is capable of completing even the most difficult Dispatch Quests without needing to level-up first.

Joins when...

Jewel, Paula and Selma join you automatically after Kyril's third turn during the Small Border Village battle in Chapter 16.

Joins at Level 27

HP	277	MP	400	EXP	400	Range	
STR	115	DEF	67	MOV	5	JMP	2
SPR	37	SRL	31	MAC	25	EVA	31
PDF	31	WDF	23	SPD	30	LUC	30

Wave-Slicing Sword

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
18	30	46	62	78	94	110	130

Learned & Available Skills

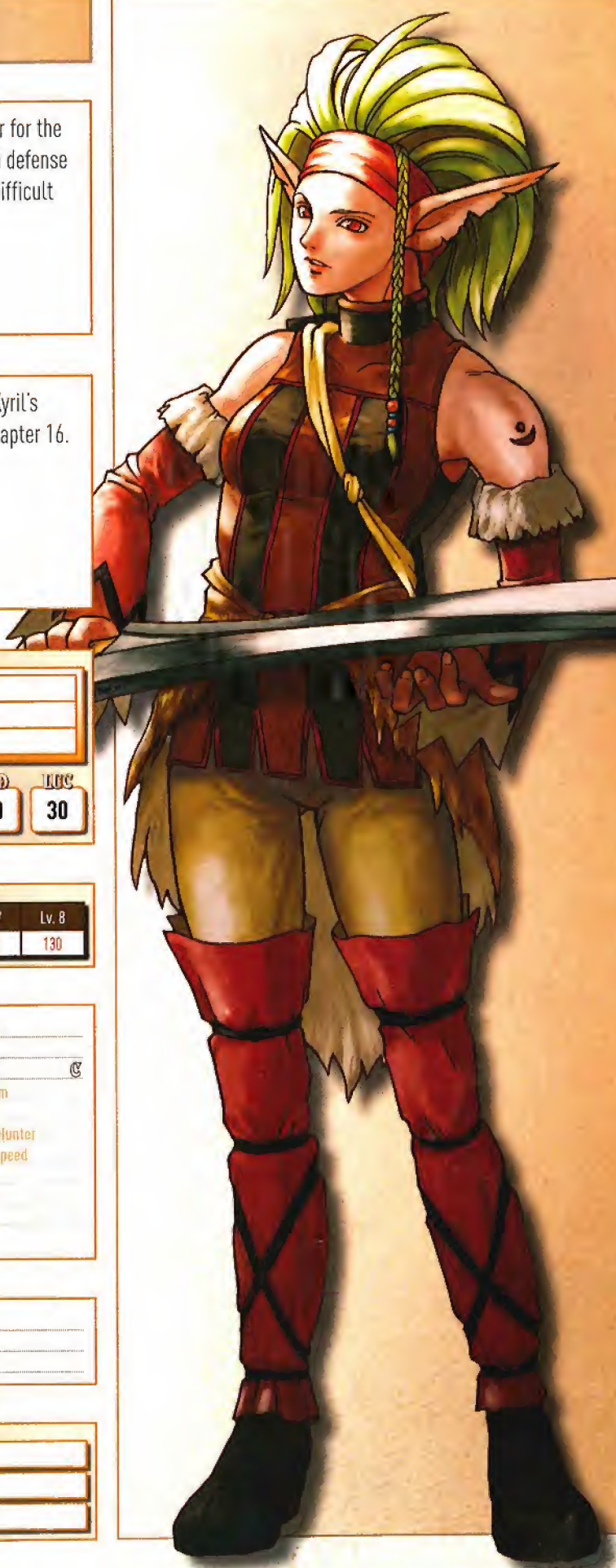
Counterattack:	B	Wind Magic	Godspeed
Parry:		Lightning Magic	Jump
Cross Counter:		Earth Magic	Guard
Deflect Missiles:		Punish. Magic	Narcissism
Smash:	B	Concentration	Steal
Sniper:		Bull's Eye	Treasure Hunter
Battle Lust:		Dodge	True Godspeed
Shield Defense:		Critical Hit	Heal
Armor Defense:		Mind's Eye	First Aid
Fire Magic:		Hidden Power	Backup
Water Magic:		Extra Move	

Good Will Partners

Paula		
Axel		
Mitsuba		

Starting Equipment

Knight Armor	Mega Medicine
Silver Bracers	
Mega Medicine	



RETURNING CHARACTERS



Sigurd

Notes

It takes a lot of work to get level 3 Sigurd into fighting shape, but the effort will pay off when you get Sigurd an Eagle Rune and he can begin using great skills like Clairvoyance and Piercing Shot.



Joins when...

If you visit the Nest of Pirates during Chapter 10 on Fire or Water day, Hervey and Sigurd will join you. If you visit on Earth or Wind day, you'll get Dario and Nalleo instead, but you can return to pick up the other two after Chapter 14.

Joins at Level: 3

HP	35	MP	1 • 0 • 0 • 0	Runes	
ATK	17	DEF	17	MOV	6
JMP	2	STR	5	SRL	6
MAC	4	EVA	4	PDF	6
MDF	4	SPD	5	LUC	4
Flowing Sword Rune					

Steel Blade (Throwing Knives)

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
12	22	34	48	62	76	92	110

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Kika	Nalleo	
Hervey		
Dario		

Starting Equipment

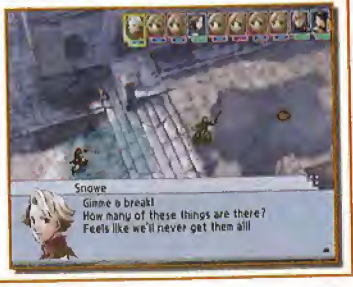
Chain Mail	



Snowe

Notes

Snowe joins at level 1 late in the game, so leveling him up will be rough. You won't get much in exchange—Snowe is merely an average fighter—but he's fun for fans of Suikoden IV.



Joins when...

If you began your quest by loading a completed saved game from Suikoden IV with all 108 characters, you can visit Obel in Chapter 12 and speak to Lino En Kuldes in the Gossip menu. He will send you to the Deserted Island, where you can recruit the Hero. Afterward, you can visit Razril and talk to a boy in the gossip menu who will direct you to Snowe. Help him on his Furball patrol, and he will join you.

Joins at Level: 1

HP	21	MP	1 • 0 • 0 • 0	Runes	
ATK	16	DEF	16	MOV	5
JMP	2	STR	2	SRL	2
MAC	1	EVA	3	PDF	2
MDF	2	SPD	2	LUC	1

Snowe Blade

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
14	24	38	50	64	80	100	115

Learned & Available Skills

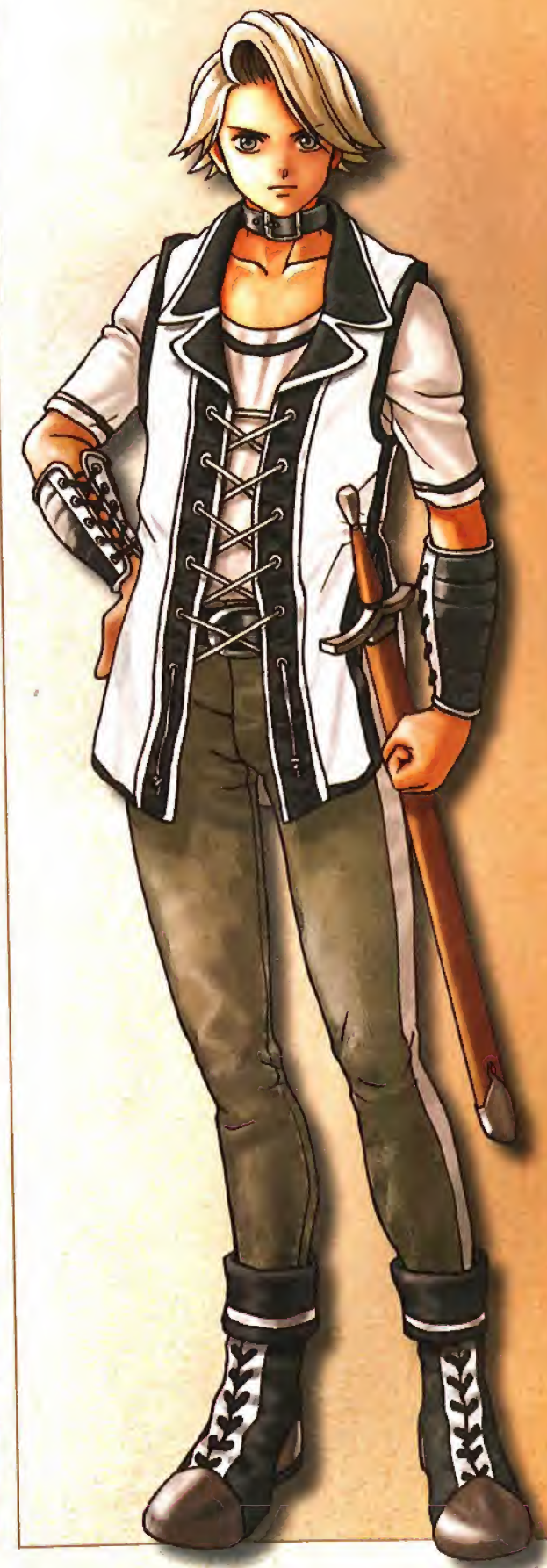
Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Hero	Jewel	
Keneth	Paula	
Tal		

Starting Equipment

Iron Mail	





Tal

Notes

Tal joins at a lower-level than his Razril comrades, so he isn't worth deploying in combat unless you're also using the rest of his "Old Knight" group (Paula, Keneth and Jewel).



Joins when...

Accept the "Get the Imposters! (Part 2)" guild quest (Rank C) and protect Keneth and Katarina during the battle at El-Eal. If you succeed, they'll join your party. You can then return to Razril and find Tal in the Gossip menu.

Joins at level: 12

HP	117	MP	2000	EXP	1000	SP	100	TP	100
STR	22	DEF	12	MOV	7	EVA	15	PDF	14
ATK	60	DEF	28	MOV	5	JMP	2	PDF	9
STR	22	SRL	12	MEG	7	EVA	15	PDF	14
STR	22	SRL	12	MEG	7	EVA	15	PDF	14
STR	22	SRL	12	MEG	7	EVA	15	PDF	14
STR	22	SRL	12	MEG	7	EVA	15	PDF	14
STR	22	SRL	12	MEG	7	EVA	15	PDF	14
STR	22	SRL	12	MEG	7	EVA	15	PDF	14
STR	22	SRL	12	MEG	7	EVA	15	PDF	14

Baby Yellowtail (Sword)

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
14	24	38	50	64	80	100	115

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Hero	Jewel
Keneth	Snowe
Paula	

Starting Equipment

Iron Mail	



Trishtan

Notes

Trishtan has very impressive stats when he joins your party, and is one of the first characters who can ride a mount. Put him to good use in the early battles.



Joins when...

When you return to the world map by choosing "Depart" after visiting the Obel Palace in Chapter 9, Trishtan will meet you and join your party.



Joins at level: 8

HP	111	MP	1000	EXP	1000	SP	100	TP	100
STR	33	DEF	26	MOV	5	JMP	2	PDF	12
STR	33	DEF	26	MOV	5	JMP	2	PDF	12
STR	33	DEF	26	MOV	5	JMP	2	PDF	12
STR	33	DEF	26	MOV	5	JMP	2	PDF	12
STR	33	DEF	26	MOV	5	JMP	2	PDF	12
STR	33	DEF	26	MOV	5	JMP	2	PDF	12
STR	33	DEF	26	MOV	5	JMP	2	PDF	12
STR	33	DEF	26	MOV	5	JMP	2	PDF	12
STR	33	DEF	26	MOV	5	JMP	2	PDF	12

Spirit (Sword)

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
14	24	38	50	64	80	100	115

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Mitlay	Flare
Jeremy	
Lino En Koldes	

Starting Equipment

Chain Mail	
Leather Gloves	



Wendel

Notes

Wendel joins with a few good skills and the appropriate weapon rune built right in, so she's ready for battle. Her high mobility and moderate power come in handy early in the game, but there isn't too much point building her into a high-level fighter. You already have several claw-users and Wendel is a loner who can't develop good will with anyone.

Joins when...

Mizuki and Akaghi rejoin you at the end of Chapter 11 with seven Obelian recruits in tow, Wendel among them.



Joins at Level 8

HP	72	MP	2000	Runes	
STR	41	DEF	15	MOV	6
JMP	3	STR	9	SKL	13
MAG	15	EVA	13	PDF	10
MDF	12	SPD	17	LUC	12
Rune: Lion Rune					

Take This! (Claws)

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
10	20	32	45	57	70	84	96

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Starting Equipment

Leather Armor	

Yu

Notes

Yu's ability completely heals and cures a single character, and the range can become quite long as you put points into the Heal skill. Keep him on your bench for emergencies.



Joins when...

Accept the "Medicinal Roots Wanted" quest (Rank D) and acquire three Savage Sprout Roots. Bring them to Yu in Obel and he will join your party.



Joins at Level 10

HP	76	MP	1000	Runes	
STR	9	DEF	20	MOV	4
JMP	2	STR	9	SKL	7
MAG	11	EVA	11	PDF	10
MDF	11	SPD	12	LUC	11
Rune:					

(unarmed)

Lv. 1	Lv. 2	Lv. 3	Lv. 4	Lv. 5	Lv. 6	Lv. 7	Lv. 8
-	-	-	-	-	-	-	-

Learned & Available Skills

Counterattack:	Wind Magic	Godspeed
Parry:	Lightning Magic	Jump
Cross Counter:	Earth Magic	Guard
Deflect Missiles:	Punish. Magic	Narcissism
Smash:	Concentration	Steal
Sniper:	Bull's Eye	Treasure Hunter
Battle Lust:	Dodge	True Godspeed
Shield Defense:	Critical Hit	Heal
Armor Defense:	Mind's Eye	First Aid
Fire Magic:	Hidden Power	Backup
Water Magic:	Extra Move	

Good Will Partners

Carrie		

Starting Equipment

Feather Robe	

RETURNING CHARACTERS

Appendix A ARMAMENTS & ACCESSORIES



BODY GEAR

Tunic

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	2	0	0	0

Description

Body gear.

Robe

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	3	0	0	0

Description

Body gear.

Guard Robe

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	6	0	0	0

Description

Body gear.

Feather Robe

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	10	0	0	0

Description

Body gear.

Magic Robe

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	5	0	8	0	0	0

Description

Body gear, increases Magic.

Rage Robe

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	18	0	0	0

Description

Body gear, +1 Fire Magic skill, changes element to Fire.

Flowing Robe

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	18	0	0	0

Description

Body gear, +1 Water Magic skill, changes element to Water.

Cyclone Robe

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	18	0	0	0

Description

Body gear, +1 Wind Magic skill, changes element to Wind.

Thunder Robe

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	18	0	0	0

Description

Body gear, +1 Lightng. Magic skill, changes element to Lightning.

Mother Earth Robe

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	18	0	0	0

Description

Body gear, +1 Earth Magic skill, changes element to earth.

Shimmering Robe

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	24	0	0	0

Description

Body gear.

Element Robe

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	28	0	0	0

Description

Body gear, boosts terrain element effects.

Leather Armor

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	5	0	0	0

Description

Body gear.

Thunder God's Garb

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	5	0	0	0

Description

Body gear, changes +Affinity element to lightning.

Chain Mail

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	11	0	0	0

Description

Body gear.

Silver Chain Mail

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	16	0	0	0

Description

Body gear.

Gold Chain Mail

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	22	0	0	0

Description

Body gear.

Ninja Garb

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	15	0	0	0

Description

Body gear, increases chance of dodging.

Tai Chi Garb

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	20	0	0	0

Description

Body gear.

Dragon Scale Armor

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	30	0	0	0

Description

Body gear.

Iron Mail

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	14	0	0	0

Description

Body gear.

Wing Mail

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	19	0	0	0

Description

Body gear, changes +Affinity element to wind.

Silver Mail

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	24	0	0	0

Description

Body gear.

Gold Mail

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	30	0	0	0

Description

Body gear.

Mother Earth Armor

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	28	0	0	0

Description

Body gear, changes +Affinity element to earth.

Silver Dragon Armor

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	32	0	0	0

Description

Body gear, heals HP at end of turn.

Platinum Mail

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	36	0	0	0

Description

Body gear.

Battle Suit

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	16	0	0	0

Description

Body gear(Heavy Armor).

Knight Armor

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	26	0	0	0

Description

Body gear(Heavy Armor).

General Armor

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	32	0	0	0

Description

Body gear(Heavy Armor).

Perfect Armor

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	40	0	2	0

Description

Body gear(Heavy Armor), +2 Armor Defense skill.

Corset

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	12	0	0	0

Description

Body gear.

One Piece Dress

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	16	0	0	0

Description

Body gear.

Party Dress

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	22	0	0	0

Description

Body gear.

Stardust Dress

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	20	0	0	0

Description

Body gear, boosts terrain element effects.

Happi Coat

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	7	0	0	0

Description

Body gear.

Kempo Garb

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	12	0	0	0

Description

Body gear.

Nay-Rebold Garb

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	20	0	0	0

Description

Body gear.

Master's Vest

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	24	0	0	0

Description

Body gear, gains resistance to unbalance.

Noble's Garb

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	30	0	0	0

Description

Body gear, +2 Narcissism skill.

Renset Garb

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	25	0	0	0

Description

Body gear, increases dodging. +2 Mind's Eye skill.

Nay-Rebold Armor

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	35	0	0	0

Description

Body gear.

Phantasmal Coat

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	30	20	0	0

Description

Body gear, improves dodging and evasion.

Ginkaku Armor

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	35	0	0	0

Description

Body gear, boosts MDF.

Kinkaku Armor

HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	35	0	0	0

Description

Body gear, boosts PDF.



TACTICS

WALKTHROUGH

GOLD QUESTS

CHARACTER

ITEMS

APPENDIX

CONTENTS

Ancient Vestment

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	38	0	0	0	

Description

Body gear.

Mythical Armor

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	35	0	0	0	

Description

Body gear, boosts terrain element effects.

Wind-Spun Armor

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	42	0	0	0	

Description

Body gear, changes +Affinity element to wind.

Bondage Suit

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	36	0	0	0	

Description

Body gear, increases chance of being protected.

Ogre Mail

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	30	0	0	0	

Description

Body gear, boosts ATK.

Goblin Overcoat

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	40	0	0	0	

Description

Body gear.

Holy Armor

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	45	0	0	0	

Description

Body gear, increases chance of supporting attack.

Master's Garb

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	45	0	0	0	

Description

Body gear.

Unicorn Robe

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	40	0	0	0	

Description

Body gear.

Mermaid Robe

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	42	0	0	0	

Description

Body gear, changes +Affinity element to water.

Venus Armor

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	48	0	0	0	

Description

Body gear.

Pirate Ring Vest

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	46	0	0	0	

Description

Body gear, attracts supporting attacks.

Hero's Armor

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	50	0	0	0	

Description

Body gear, increases chance of protecting.

Guardian Vestment

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	40	0	0	0	

Description

Body gear, boosts PDF and MDF.

Goddess Robe

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	50	0	0	0	

Description

Body gear.

Ninja Braces

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	8	0	0	0	

Description

Hand gear.

Power Gloves

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	5	0	0	0	8	0	0	0	

Description

Hand gear, boosts ATK.

Platinum Gloves

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	13	0	0	0	

Description

Hand gear.

Gauntlets

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	6	0	0	0	

Description

Hand gear.

Silver Bracers

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	10	0	0	0	

Description

Hand gear.

Gold Bracers

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	14	0	0	0	

Description

Hand gear.

Dragon Scale Bracers

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	8	0	0	0	12	0	0	0	

Description

Hand gear, boosts Strength.

Platinum Gauntlets

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	18	0	0	0	

Description

Hand gear.

Noble's Gloves

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	10	0	0	0	

Description

Hand gear.

Paw Gloves

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	10	0	0	0	

Description

Hand gear.

Master's Wristbands

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	12	0	0	0	

Description

Hand gear.

Battle Bracelet

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	15	0	0	0	

Description

Hand gear, +2 Cross Counter skill.

Leather Shield

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	4	0	0	0	

Description

Hand gear (for shield-using characters only).

Iron Shield

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	6	0	0	0	

Description

Hand gear (for shield-using characters only).

Wing Shield

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	3	0	5	0	

Description

Hand gear +2 Shield Defense skill (shield-users).

Viking Shield

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	5	0	0	0	8	0	0	0	

Description

Hand gear (for shield-using characters only).

Dragon Shield

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	12	0	0	0	

Description

Hand gear (for shield-using characters only).

Goblin Beads

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	20	0	0	0	

Description

Hand gear.

Ogre Breath

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	15	0	0	0	12	0	0	0	

Description

Hand gear.

Bondage Glove

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	16	0	0	0	

Description

Hand gear. (friends more likely to Protect you)

Unicorn Bracelet

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	14	0	0	0	

Description

Hand gear.

Mermaid Bracelet

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	14	0	0	0	

Description

Hand gear.

Venus Gloves

Stat Bonuses									
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC	
0	0	0	0	0	18	0	0	0	

Description

Hand gear.

Pirate Ring Bracers

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Here's Shield

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	20	0	0	0

Description
Hand gear.

Guardian Bracelet

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	16	0	0	0

Description
Hand gear.

Chaos Shield

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	25	0	0	0

Description
Hand gear.

Hand of God

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	40	0	0	0	1	0	0	0

Description
Hand gear.



ACCESSORIES (CAPES)

Fur Cape

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	3	0	0	0

Description
Other gear.

Porcupine Cape

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	2	0	0	0

Description
Other gear, confers immunity to balloons.

Star Earrings

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	1	0	0	0

Description
Other gear, gradually heals a little HP each turn.

Hero's Cape

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	6	0	0	0

Description
Other gear.

Cape of Darkness

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	5	0	0	0

Description
Other gear, improves dodging.

Rose Crest

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	2	0	0	0

Description
Other gear, token of friendship.

Magical Cape

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	2	10	0	0

Description
Other gear, boosts MDF.

Crimson Cape

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	10	0	0	0

Description
Other gear.

ACCESSORIES (OTHERS)

Strength Sash

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	3	0	0	0	1	0	0	0

Description
Other gear, boosts Strength.

Godspeed Anklet

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	1	0	3	0

Description
Other gear, boosts Speed.

Berserker Belt

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	20	0	0	0	1	0	0	0

Description
Other gear, boosts ATK, decreases Accuracy.

Time of Black Arts

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	3	0	1	0	0	0

Description
Other gear, boosts Magic.

Killer Ring

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	3	0	0	1	0	0	0

Description
Other gear, boosts Skill.

Counter Ring

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	1	0	0	0

Description
Other gear, +2 Counter skill.

S-RANK ITEMS

Bronze Medal

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
15	0	0	0	0	1	0	0	0

Description
Token for attaining Rank C. (Boosts HP)

Silver Medal

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
10	0	0	0	0	1	0	0	0

Description
Token for attaining Rank B. (Boosts HP)

Gold Medal

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
5	0	0	0	0	1	0	0	0

Description
Token for attaining Rank A. (Boosts HP)

Razril Knight Token

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
10	5	0	0	0	3	0	0	0

Description
Rank S token from Razril alley.

Steele's Shield

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	10	0	0	0

Description
Rank S token from the Night Sea. (Parry Skill +2)

Archmage's Glasses

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	5	0	2	0	0	0

Description
Rank S token from Underground Passage. (Concentration Skill +2)

Archmage's Robe

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	15	20	0	0

Description
Rank S token from Secret Room.

Edgar's Cape

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	10	0	0	5	0	0	0

Description
Rank S token from Nest of Pirates.

Fancy Necklace

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	5	0	0	0

Description
Rank S token from Ruins of Collanbal. (Magical Defense +50%)

Merchant's Cap

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
10	2	2	2	2	2	2	2	2

Description
Rank S token from Port Merseto.

Rusty Dog

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	10	0	0	0	8	0	0	0

Description
Rank S token from Celeron Laboratory.

Dried Grass Amulet

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
30	0	5	0	0	5	0	0	0

Description
Rank S token from Terana Plain.

Woven Grass Medal

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
30	0	0	5	0	5	0	0	0

Description
Rank S token from Xasta Grassland.

Simeon's Spell Book

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	20	0	5	15	0	0

Description
Rank S token from Frontier Town Haruna.

Drop Earrings

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	5	0	0	0

Description
Rank S token from Small Border Village. (Accuracy +90%)

Royal Shield

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	0	20	0	0	0

Description
Rank S token from Mido Shallows.

Gate of Graska

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	0	-30	60	-30	-30	0

Description
Rank S token from Imperial City of Graska.

Imperial Ring

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	5	5	5	5	5	5	5	5

Description
Rank S token from Graska Palace.

Iskas's Bracelet

Stat Bonuses								
HP	STR	SKL	MAG	EVA	PDF	MDF	SPD	LUC
0	0	0	10	0	10	10	0	0

Description
Rank S token from Secret Patriarchal Facility. (Immune to sleep, stun, silence)



Appendix B OTHER ITEMS



COMBAT ITEMS

ITEM	DESCRIPTION
Medicine	Heals some HP.
Mega Medicine	Heals a lot of HP.
Cough Drop	Cures silence.
Needle	Lets player pop one balloon.
Antitoxin	Cures poison.
Salad	Tasty green salad. Cures status ailments.
Steamed Bun	Bun with red bean paste. Heals HP.
Meat Bun	Tasty bun filled with mystery meat. Heals HP.
Crab Bun	Crabmeat bun. Heals HP, boosts PDF for 3 turns.
Flower Bun	Flower-scented bun. Heals HP, Dodging up for 3 turns.
Rage Bun	Heals HP, turns nearby terrain elem. to fire.
Flowing Bun	Heals HP, turns nearby terrain elem. to water.
Cyclone Bun	Heals HP, turns nearby terrain elem. to wind.
Thunder Bun	Heals HP, turns nearby terrain elem. to lightning.
Mother Earth Bun	Heals HP, turns nearby terrain elem. to earth.
Dragon Bun	Contains dragon meat. Heals HP, causes berserk.
Seared Bonito	Seafood. Heals HP, boosts ATK for 3 turns.
Grilled Snapper	Seafood. Heals a lot of HP.
Mackerel Miso Stew	Seafood. Heals HP.
Puffer Fish Sashimi	Seafood. Heals HP, boosts Magic ATK for 3 turns.
Grilled Sardines	Seafood. Heals HP.
Crab Stew	Seafood. Heals HP, boosts MDF for 3 turns.
Knight's Lunch	Popular among Razril's knights. Heals all HP.
Special Lunch	Funghi's best! Heals all HP and status ailments.
Deluxe Omelet	Heals all HP, boosts MDF/PDF for 3 turns.
Oxtail Soup	Heals all HP, boosts Magic ATK for 5 turns.
Ancient Lunch	Heals all HP, boosts ATK for 5 turns.
Flame Force Bead	Changes terrain elements within range to Fire.
Rage Force Bead	Changes terrain elements within range to Fire.
Water Force Bead	Changes terrain elements within range to Water.
Flowing Force Bead	Changes terrain elements within range to Water.
Wind Force Bead	Changes terrain elements within range to Wind.
Cyclone Force Bead	Changes terrain elements within range to Wind.
Earth Force Bead	Changes terrain elements within range to Earth.
M. Earth Force Bead	Changes terrain elements within range to Earth.
Lightning Force Bead	Changes terrain elements within range to Lightning.

ITEM	DESCRIPTION
Thunder Force Bead	Changes terrain elements within range to Lightning.
Flame Force Mirror	Changes terrain elements within range to Fire.
Water Force Mirror	Changes terrain elements within range to Water.
Wind Force Mirror	Changes terrain elements within range to Wind.
Earth Force Mirror	Changes terrain elements within range to Earth.
Lightn. Force Mirror	Changes terrain elements within range to Lightning.

ORBS

ITEM	DESCRIPTION
Fire Orb	Orb imbued with Fire Rune.
Water Orb	Orb imbued with Water Rune.
Lightning Orb	Orb imbued with Lightning Rune.
Wind Orb	Orb imbued with Wind Rune.
Earth Orb	Orb imbued with Earth Rune.
Rage Orb	Orb imbued with Rage Rune.
Flowing Orb	Orb imbued with Flowing Rune.
Thunder Orb	Orb imbued with Thunder Rune.
Cyclone Orb	Orb imbued with Cyclone Rune.
Mother Earth Orb	Orb imbued with Mother Earth Rune.
Hawk Orb	Orb imbued with Hawk Rune (for bows).
Unicorn Orb	Orb imbued with Unicorn Rune (for spears).
Viper Orb	Orb imbued with Viper Rune (for 1-handed swords).
Titan Orb	Orb imbued with Titan Rune (for great swords).
Lion Orb	Orb imbued with Lion Rune (for claws).
Eagle Orb	Orb imbued with Eagle Rune (for missile weapons).
Minotaur Orb	Orb imbued with Minotaur Rune (for axe weapons).
White Tiger Orb	Orb imbued with White Tiger Rune (hand-to-hand).
Rage Sword Orb	Orb imbued with Rage Sword Rune.
Flowing Sword Orb	Orb imbued with Flowing Sword Rune.
Cyclone Sword Orb	Orb imbued with Cyclone Sword Rune.
Thunder Sword Orb	Orb imbued with Thunder Sword Rune.
M. Earth Sword Orb	Orb imbued with Mother Earth Sword Rune.
Kangacorn Orb	Orb imbued with Kangacorn Rune (for riding).
Giant Owl Orb	Orb imbued with Giant Owl Rune (for riding).
Violence Orb	Orb imbued with Violence Rune.
Killer Orb	Orb with Killer Rune. Increases critical hit %.
Counter Orb	Orb with Counter Rune. Increases dodge/counter %.
Gale Orb	Orb imbued with Gale Rune. Increases speed.
Sunbeam Orb	Orb with Sunbeam Rune. Heals HP at end of turn.
Drain Orb	Orb with Drain Rune. Steals HP from enemies.
Skunk Orb	Orb with Skunk Rune. Reduces targeting by enemies.
Balance Orb	Orb with Balance Rune. Bearer can't be unbalanced.





ITEM	DESCRIPTION
Warrior Orb	Orb with Warrior Rune. Converts 1/2 of PDF to STR.
Wizard Orb	Orb with Wizard Rune. Converts 1/2 of MDF to MAG.
Prosperity Orb	Orb with Prosperity Rune. Increases Potch gained.
Fortune Orb	Orb with Fortune Rune. Boosts experience gained.
Hunter's Orb	Orb imbued with Hunter's Rune.
Champion's Orb	Orb with Champion's Rune. Fewer weak enemies.
Bucket Orb	Orb imbued with Bucket Rune.
Balloon Orb	Orb imbued with Balloon Rune.
Silence Orb	Orb imbued with Silence Rune.

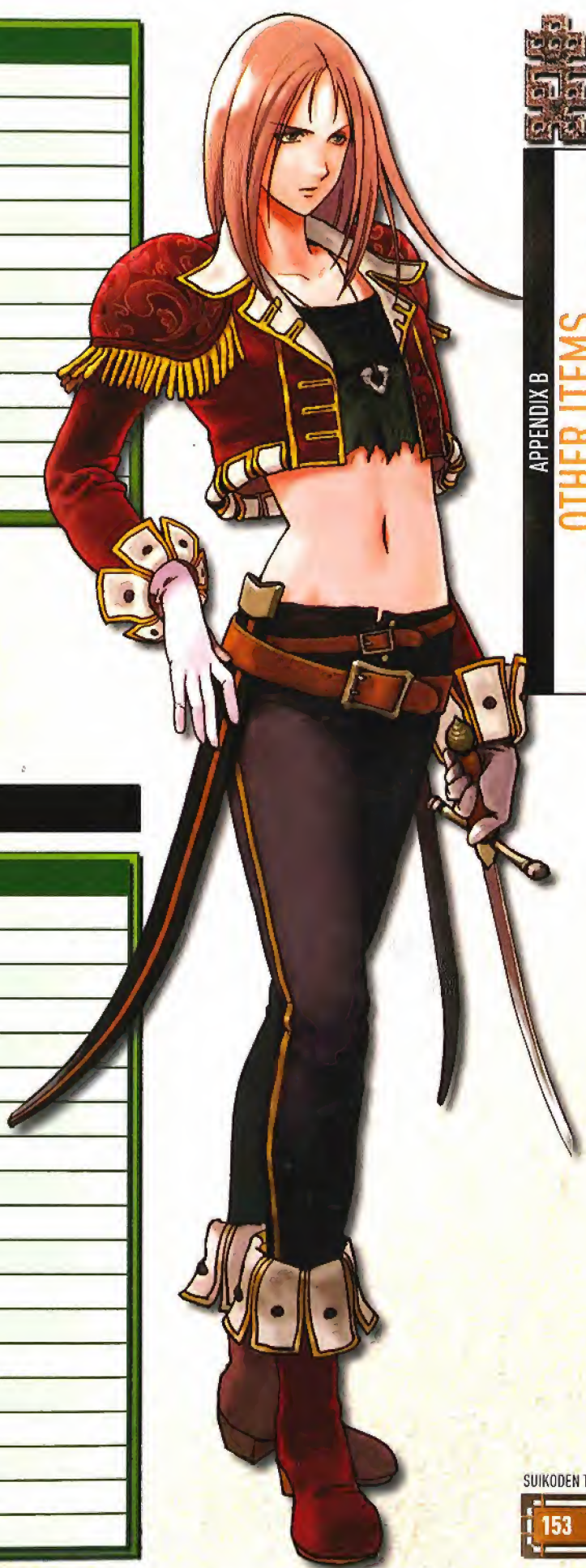
DATA
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QUEST ITEMS

ITEM	DESCRIPTION
Alger Doll	1st item required by Simeon (other is Wizened Arm).
Wizened Arm	2nd item required by Simeon (other is Alger Doll).
Fire Spirit Frag.	Fragment of a Fire Elemental's body.
Water Spirit Frag.	Fragment of a Water Elemental's body.
Lightn. Spirit Frag.	Fragment of a Lightning Elemental's body.
Wind Spirit Frag.	Fragment of a Wind Elemental's body.
Earth Spirit Frag.	Fragment of an Earth Elemental's body.
Ancient Recipe	Recipe from ancient times.
Ostrich Egg	Egg from an Ostrich.
Savage Sprout Flower	Flower picked from a Savage Sprout.
Savage Sprout Root	Said to be an ingredient for a secret medicine.
Savage Sprout Seeds	Savage Sprout Seeds
Blue Sav Sprt Flower	Very rare blue flower from a Savage Sprout.
Giant Bird Feather	Feather from a Giant Bird.
Giant Crab Shell	Shell of a Giant Crab.
Rainbow Shell	Giant Crab shell with an iridescent shine.
Frog Skin	Tanned hide of a Demon Frog.
Dragon Fin	Fin taken from a Dragon.
Dragon Scale	Scale taken from a Dragon.
Horned Behemoth Tail	Tail of a Horned Behemoth.
Furball Pelt	Soft fur of Furballs from the Terana Plain.
Soap	Soap that cleans away even the most stubborn dirt.
Salt	A seasoning.
Pearl Shell	Very rare shell.
Crystal Ball	Beautiful, glittering sphere.
Stone of Happiness	Stone said to bring happiness to its bearer.
Bonito	Cannot be eaten as is.
Mackerel	Cannot be eaten as is.
Platinum	Precious metal.
Diamond	Precious metal.

ITEM	DESCRIPTION
Prime Gold Ore	Precious metal.
Legendary Hammer	Legendary hammer.
Rage Dragon Meat	Meat from a Rage Dragon.
Flowing Dragon Meat	Meat from a Flowing Dragon.
Cyclone Dragon Meat	Meat from a Cyclone Dragon.
M. Earth Dragon Meat	Meat from a M. Earth Dragon.
Thunder Dragon Meat	Meat from a Thunder Dragon.
Rage Dragon Egg	Egg from a Rage Dragon.
Ancient Coin	Old coin found in the Ruins of Obel.
Ancient Parchment	Old parchment found in the Ruins of Obel.
Ancient Dish	Old dish found in the Ruins of Obel.
Ancient Ring	Old ring found in the Ruins of Obel.
Ancient Sword	Old sword found in the Ruins of Obel.

DATA
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S-RANK PRIZES

ITEM	DESCRIPTION
Razril Knight Token	Rank S token from Razril alley.
Ship's Figurehead	Rank S token from Middleport Coast.
Steele's Shield	Rank S token from the Night Sea.
Archmage's Glasses	Rank S token from Underground Passage.
Archmage's Robe	Rank S token from Secret Room.
Edgar's Cape	Rank S token from Nest of Pirates.
Chiepoo & Co. Card	Rank S token from Deserted Island.
Figure of Old Man	Rank S token from Ruins of Fort El-Eal.
Fancy Necklace	Rank S token from Ruins of Collanbal.
Merchant's Cap	Rank S token from Port Merseto.
Rusty Cog	Rank S token from Caleron Laboratory.
Dried Grass Amulet	Rank S token from Terana Plain.
Woven-Grass Medal	Rank S token from Xasta Grassland.
Simeon's Spell Book	Rank S token from Frontier Town Haruna.
Drop Earrings	Rank S token from Small Border Village.
Royal Shield	Rank S token from Mido Shallows.
Gate of Graska	Rank S token from Imperial City of Graska.
Imperial Ring	Rank S token from Graska Palace.
Iskas's Bracelet	Rank S token from Secret Patriarchal Facility.



APPENDIX B
OTHER ITEMS



TACTICS

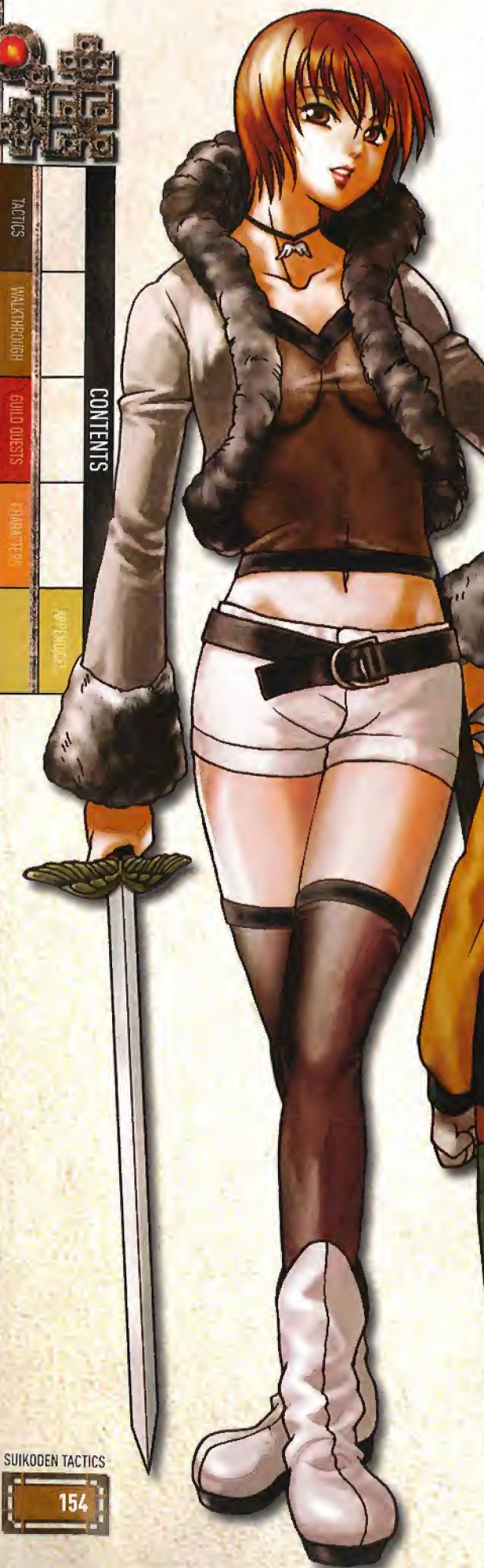
WALKTHROUGH

GUILD QUESTS

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ITEM	DESCRIPTION
Ruins - Level 1	Rank S token from Ruins of Obel - Level 1.
Ruins - Level 2	Rank S token from Ruins of Obel - Level 2.
Ruins - Level 3	Rank S token from Ruins of Obel - Level 3.
Ruins - Level 4	Rank S token from Ruins of Obel - Level 4.
Ruins - Level 5	Rank S token from Ruins of Obel - Level 5.
Rage Chamber	Rank S token from Ruins of Obel - Rage Chamber.
Flowing Chamber	Rank S token from Ruins of Obel - Flowing Chamber.
Cyclone Chamber	Rank S token from Ruins of Obel - Cyclone Chamber.
Thunder Chamber	Rank S token from Ruins of Obel - Thunder Chamber.
Mother Earth Chamber	Rank S token from Ruins of Obel - Mother Earth Ch.



Appendix C

RUNE ATTACKS

Flame Force

Requisites

Fire Rune, Rage Sword Rune

Description

Change terrain elements in affected areas to fire.

Details

Effect: Element change to fire

Special notes: None

Enemy/ally distinction: Not applicable

Casting time: Instantaneous

Explosion

Requisites

Fire Rune, Rage Rune

Description

Damage units within range.

Details

Effect: Power 55, element change to fire

Special notes: None

Enemy/ally distinction: No

Casting time: Medium

Rage Force

Requisites

Rage Rune, Rage Sword Rune

Description

Change terrain elements in affected areas to fire.

Details

Effect: Element change to fire

Special notes: None

Enemy/ally distinction: Not applicable

Casting time: Instantaneous

Final Flame

Requisites

Rage Rune

Description

Damage units within range.

Details

Effect: Power 80, element change to fire

Special notes: None

Enemy/ally distinction: No

Casting time: Slow

Hanging Arrows

Requisites

Fire Rune

Description

Deal fire-based damage to one unit.

Details

Effect: Power 35, element change to fire

Special notes: None

Enemy/ally distinction: No

Casting time: Instantaneous

Water Force

Requisites

Water Rune, Flowing Sword Rune

Description

Change terrain elements in affected areas to water.

Details

Effect: Element change to water

Special notes: None

Enemy/ally distinction: Not applicable

Casting time: Instantaneous

Blazing Wall

Requisites

Fire Rune, Rage Rune

Description

Damage units on fire.

Details

Effect: Power 30

Special notes: None

Enemy/ally distinction: No

Casting time: Fast

Flowing Force

Requisites

Flowing Rune, Flowing Sword Rune

Description

Change terrain elements in affected areas to water.

Details

Effect: Element change to water

Special notes: None

Enemy/ally distinction: Not applicable

Casting time: Instantaneous



APPENDIX C

RUNE ATTACKS





TACTICS

WALKTHROUGH

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**Rindness Drops****Requisites**

Water Rune

Description

Completely heal one unit's HP and status ailments.

Details

Effect: HP/ailments heal, element change to water
 Special notes: None
 Enemy/ally distinction: Not applicable
 Casting time: Instantaneous

Breath of Ice**Requisites**

Water Rune, Flowing Rune

Description

Damage units within range.

Details

Effect: Power 30, element change to water
 Special notes: None
 Enemy/ally distinction: No
 Casting time: Fast

Rindness Rain**Requisites**

Water Rune, Flowing Rune

Description

Heal HP and status ailments of units within range.

Details

Effect: HP/ailments heal, elem. change to water
 Special notes: None
 Enemy/ally distinction: No
 Casting time: Medium

Silent Lake**Requisites**

Flowing Rune

Description

Always silences enemy units within range.

Details

Effect: Silence, element change to water
 Special notes: None
 Enemy/ally distinction: No
 Casting time: Instantaneous

Wind Force**Requisites**

Wind Rune, Cyclone Sword Rune

Description

Change terrain elements in affected areas to wind.

Details

Effect: Element change to wind
 Special notes: None
 Enemy/ally distinction: Not applicable
 Casting time: Instantaneous

Cyclone Force**Requisites**

Cyclone Rune, Cyclone Sword Rune

Description

Change terrain elements in affected areas to wind.

Details

Effect: Element change to wind
 Special notes: None
 Enemy/ally distinction: Not applicable
 Casting time: Instantaneous

Wind of Sleep**Requisites**

Wind Rune

Description

Put units within range to sleep (sometimes!).

Details

Effect: Sleep, element change to wind
 Special notes: None
 Enemy/ally distinction: Not applicable
 Casting time: Instantaneous

Healing Wind**Requisites**

Wind Rune, Cyclone Rune

Description

Heal HP of units within range.

Details

Effect: HP heal, element change to wind
 Special notes: None
 Enemy/ally distinction: Not applicable
 Casting time: Fast

The Shredding**Requisites**

Wind Rune, Cyclone Rune

Description

Damage units within range.

Details

Effect: Power 45, element change to wind
 Special notes: None
 Enemy/ally distinction: Not applicable
 Casting time: Medium

Shining Wind**Requisites**

Cyclone Rune

Description

Heal allies and damage enemies that are on wind.

Details

Effect: Power 50, ally HP heal
 Special notes: None
 Enemy/ally distinction: Yes
 Casting time: Slow

Earth Force**Requisites**

Earth Rune, M. Earth Sword Rune

Description

Change terrain elements in affected areas to earth.

Details

Effect: Element change to earth
 Special notes: None
 Enemy/ally distinction: Not applicable
 Casting time: Instantaneous

Mother Earth Force**Requisites**

Mother Earth Rune, M. Earth Sword Rune

Description

Change terrain elements in affected areas to earth.

Details

Effect: Element change to earth
 Special notes: None
 Enemy/ally distinction: Not applicable
 Casting time: Instantaneous

Clay Guardian**Requisites**

Earth Rune

Description

Increase PDF and MDF of units within range.

Details

Effect: PDF/MDF up, element change to earth
 Special notes: None
 Enemy/ally distinction: Not applicable
 Casting time: Instantaneous

Angelical Child**Requisites**

Earth Rune, Mother Earth Rune

Description

Protection against Magic/Skills once (one ally).

Details

Effect: MAG/SKL immunity once, elem. to earth
 Special notes: None
 Enemy/ally distinction: Not applicable
 Casting time: Instantaneous

Earthquake**Requisites**

Earth Rune, Mother Earth Rune

Description

Deal damage 10 times randomly within range.

Details

Effect: Power 60, unbalance, elem. to earth
 Effect restrictions: Only ground units
 Enemy/ally distinction: Not applicable
 Casting time: Slow

Canopy Defense**Requisites**

Mother Earth Rune

Description

Protection against Magic/Skills once (nearby units).

Details

Effect: MAG/SKL immunity once, elem. to earth
 Special notes: None
 Enemy/ally distinction: Not applicable
 Casting time: Slow

Lightning Force**Requisites**

Lightning Rune, Thunder Sword Rune

Description

Change terrain elements in affected areas to lightning.

Details

Effect: Element change to lightning
 Special notes: None
 Enemy/ally distinction: Not applicable
 Casting time: Instantaneous

Thunder Force**Requisites**

Thunder Rune, Thunder Sword Rune

Description

Change terrain elements in affected areas to lightning.

Details

Effect: Element change to lightning
 Special notes: None
 Enemy/ally distinction: Not applicable
 Casting time: Instantaneous

Thunder Runner**Requisites**

Lightning Rune

Description

Damage central unit and those around it.

Details

Effect: Power 35 (center), stun, elem. to lightning
 Special notes: None
 Enemy/ally distinction: Not applicable
 Casting time: Instantaneous

Berserk Blow**Requisites**

Lightning Rune, Thunder Rune

Description

Damage one unit.

Details

Effect: Power 70, element change to lightning
 Special notes: None
 Enemy/ally distinction: Not applicable
 Casting time: Fast

Heavenly Thunder**Requisites**

Lightning Rune, Thunder Rune

Description

Damage units on lightning.

Details

Effect: Power 50, element change to lightning
 Special notes: None
 Enemy/ally distinction: Not applicable
 Casting time: Slow

Furious Blow**Requisites**

Thunder Rune

Description

Damage one unit.

Details

Effect: Power 100, element change to lightning
 Special notes: None
 Enemy/ally distinction: Not applicable
 Casting time: Slow

Eternal Ordeal**Requisites**

Rune of Punishment

Description

Damage one unit.

Details

Effect: Power 40
 Special notes: None
 Enemy/ally distinction: Not applicable
 Casting time: Instantaneous

Double-Edged Sword**Requisites**

Rune of Punishment

Description

Deal damage to units within range 8 times randomly.

Details

Effect: Power 10
 Special notes: None
 Enemy/ally distinction: Not applicable
 Casting time: Fast

Voice of Death**Requisites**

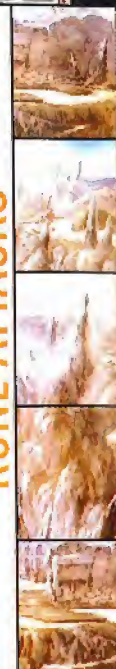
Rune of Punishment

Description

Kill one unit (high probability).

Details

Effect: Death
 Special notes: None
 Enemy/ally distinction: Not applicable
 Casting time: Instantaneous

APPENDIX C
RUNE ATTACKS

**Everlasting Mercy****Requisites**

Rune of Punishment

Description

Heal allies and damage enemies within range.

Details

Effect: Power 80, ally HP heal
 Special notes: None
 Enemy/ally distinction: Not applicable
 Casting time: Slow

Flying Swallow**Requisites**

Swallow Rune

Description

Deal 0.8 x normal damage to one enemy.

Details

Effect: Power 0.8 x normal
 Special notes: None
 Enemy/ally distinction: No
 Casting time: Instantaneous

Flying Swallow Cut**Requisites**

Swallow Rune

Description

Deal 0.5 x normal damage to enemies within range.

Details

Effect: Power 0.5 x normal
 Special notes: None
 Enemy/ally distinction: No
 Casting time: Instantaneous

Flying Swallow Slash**Requisites**

Swallow Rune

Description

Deal 4.0 x normal damage to one enemy.

Details

Effect: Power 3.0 x normal
 Special notes: None
 Enemy/ally distinction: No
 Casting time: Instantaneous

Falcon Slash**Requisites**

Falcon Rune

Description

Deal 1.0 x normal damage to one enemy.

Details

Effect: Power 1.2 x normal, no counter
 Special notes: None
 Enemy/ally distinction: No
 Casting time: Instantaneous

Falcon Thrust**Requisites**

Falcon Rune

Description

Deal 2.0 x normal damage to one enemy.

Details

Effect: Power 2.0 x normal, no counter
 Special notes: None
 Enemy/ally distinction: No
 Casting time: Instantaneous

Falcon Storm Thrust**Requisites**

Falcon Rune

Description

Deal 3.0 x normal damage to one enemy.

Details

Effect: Power 3.0 x normal, no counter
 Special notes: User becomes unbalanced
 Enemy/ally distinction: No
 Casting time: Instantaneous

Shrike Impale**Requisites**

Shrike Rune

Description

Impale one enemy for 1.0 x normal damage.

Details

Effect: Power 1.0 x normal, impale 1 enemy
 Special notes: None
 Enemy/ally distinction: No
 Casting time: Instantaneous

Skull Thrust**Requisites**

Shrike Rune

Description

Deal 1.5 x normal damage to one enemy.

Details

Effect: Power 1.5 x normal, stun
 Special notes: None
 Enemy/ally distinction: No
 Casting time: Instantaneous

Pile Driver**Requisites**

Shrike Rune

Description

Deal 2.0 x normal damage to one enemy.

Details

Effect: Power 2.0 or 0.5 x normal, stun
 Special notes: 20% damage to user
 Enemy/ally distinction: No
 Casting time: Instantaneous

Red Rose Etude**Requisites**

Red Rose Rune

Description

Deal 1.0 x normal damage to one enemy.

Details

Effect: Power 1.0 x normal, sleep
 Special notes: None
 Enemy/ally distinction: No
 Casting time: Instantaneous

Red Rose Minuet**Requisites**

Red Rose Rune

Description

Put units within range to sleep (sometimes!).

Details

Effect: Sleep
 Special notes: None
 Enemy/ally distinction: No
 Casting time: Instantaneous

Red Rose Rondo**Requisites**

Red Rose Rune

Description

Deal 0.8 x normal damage to units within range.

Details

Effect: Power 0.8 x normal, sleep
 Special notes: Puts allies in range in a bad mood
 Enemy/ally distinction: No
 Casting time: Instantaneous

Shadow Weave**Requisites**

Hawk Rune

Description

Inflict Shadow Weave on one enemy (sometimes!).

Details

Effect: Shadow Weave
 Special notes: None
 Enemy/ally distinction: No
 Casting time: Instantaneous

Strong Arm**Requisites**

Hawk Rune

Description

Deal 2.0 x normal damage to one enemy.

Details

Effect: Power 1.5 x normal
 Special notes: User becomes unbalanced
 Enemy/ally distinction: No
 Casting time: Instantaneous

Range of the Hawk**Requisites**

Hawk Rune

Description

Deal 1.0 x normal damage to units within range.

Details

Effect: Pwr 1.0 x normal, Shadow Weave
 Special notes: User becomes unbalanced
 Enemy/ally distinction: No
 Casting time: Instantaneous

First Style**Requisites**

Unicorn Rune

Description

Deal 1.5 x normal damage to units within range.

Details

Effect: Power 1.0 x normal
 Special notes: User becomes unbalanced
 Enemy/ally distinction: No
 Casting time: Instantaneous

Second Style**Requisites**

Unicorn Rune

Description

Deal 1.5 x normal damage to units within range.

Details

Effect: Power 1.2 x normal
 Special notes: User becomes unbalanced
 Enemy/ally distinction: No
 Casting time: Instantaneous

Third Style**Requisites**

Unicorn Rune

Description

Deal 1.5 x normal damage to units within range.

Details

Effect: Power 1.5 x normal
 Special notes: User becomes unbalanced
 Enemy/ally distinction: No
 Casting time: Instantaneous

Poison Slash**Requisites**

Viper Rune

Description

Deal 1.0 x normal damage to one enemy.

Details

Effect: Power 1.0 x normal, poison
 Special notes: None
 Enemy/ally distinction: No
 Casting time: Instantaneous

Viper Bite**Requisites**

Viper Rune

Description

Deal 1.0 x normal damage to one enemy.

Details

Effect: Power 1.0 x normal, death
 Special notes: None
 Enemy/ally distinction: No
 Casting time: Instantaneous

Hydra**Requisites**

Viper Rune

Description

Deal 1.0 x normal damage to units within range.

Details

Effect: Power 1.0 x normal, poison
 Special notes: None
 Enemy/ally distinction: No
 Casting time: Instantaneous

Giant's Hand**Requisites**

Titan Rune

Description

Deal 1.5 x normal damage to one enemy.

Details

Effect: Power 1.0 x normal
 Special notes: 10% damage to user
 Enemy/ally distinction: No
 Casting time: Instantaneous

Giant's Foot**Requisites**

Titan Rune

Description

Deal 3.0 x normal damage to one enemy.

Details

Effect: Power 1.5 x normal
 Special notes: 20% damage to user
 Enemy/ally distinction: No
 Casting time: Instantaneous

Giant's Roar**Requisites**

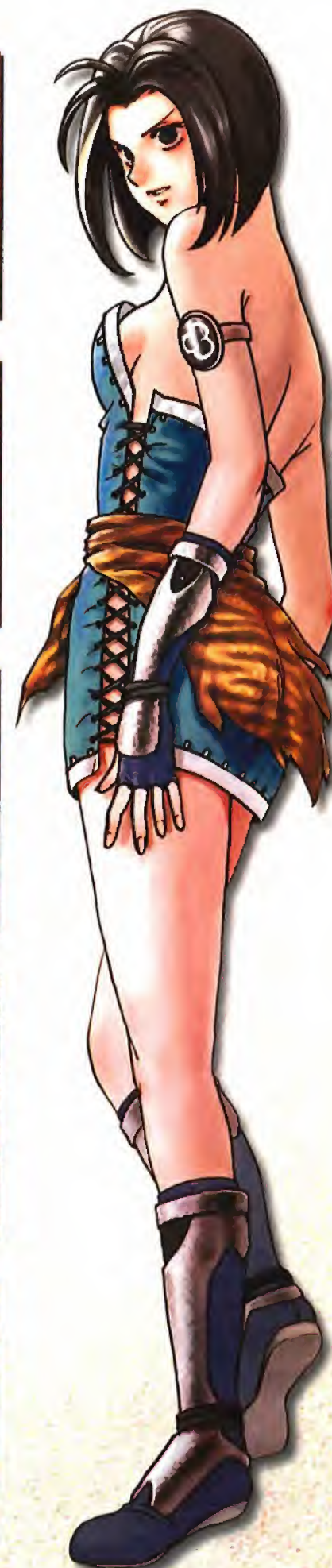
Titan Rune

Description

Deal 1.5 x normal damage to enemies in range.

Details

Effect: Power 1.5 x normal
 Special notes: 30% damage to user
 Enemy/ally distinction: No
 Casting time: Instantaneous



**Piercing Claw**

Requisites

Lion Rune

Description

Deal 1.0 x normal damage to one enemy.

Details

Effect: Power 1.0 x normal, impale 1 enemy
 Special notes: None
 Enemy/ally distinction: No
 Casting time: Instantaneous

Shredding Claw

Requisites

Lion Rune

Description

Deal 1.5 x normal damage to units within range.

Details

Effect: Power 1.5 x normal
 Special notes: User becomes unbalanced
 Enemy/ally distinction: No
 Casting time: Instantaneous

Beast King Claw

Requisites

Lion Rune

Description

Deal 3.0 x normal damage to one enemy.

Details

Effect: Power 2.0 x normal
 Special notes: 20% damage to user
 Enemy/ally distinction: No
 Casting time: Instantaneous

Chairoyance

Requisites

Eagle Rune

Description

Attack with triple normal range.

Details

Effect: Power 0.7 x normal, tripled range
 Special notes: Accuracy halved
 Enemy/ally distinction: No
 Casting time: Instantaneous

Piercing Shot

Requisites

Eagle Rune

Description

Deal 1.5 x normal damage to enemies within range.

Details

Effect: Power 1.5 x normal
 Special notes: User becomes unbalanced
 Enemy/ally distinction: No
 Casting time: Instantaneous

Smoking Shot

Requisites

Eagle Rune

Description

Deal 1.0 x normal damage to units within range.

Details

Effect: Power 1.0 x normal, bucket
 Special notes: User becomes unbalanced
 Enemy/ally distinction: No
 Casting time: Instantaneous

Helmet Split

Requisites

Minotaur Rune

Description

Deal 2.0 x normal damage to one enemy.

Details

Effect: Power 1.5 x normal
 Special notes: Accuracy halved
 Enemy/ally distinction: No
 Casting time: Instantaneous

Earth Split

Requisites

Minotaur Rune

Description

Deal 0.5 x normal damage to units within range.

Details

Effect: Power 0.5 x normal, unbalance
 Special notes: User becomes unbalanced
 Enemy/ally distinction: No
 Casting time: Instantaneous

Crush

Requisites

Minotaur Rune

Description

Deal 4.0 x normal damage to one enemy.

Details

Effect: Power 2.0 x normal
 Special notes: Accuracy halved, user unbalanced
 Enemy/ally distinction: No
 Casting time: Instantaneous

Gather Strength

Requisites

White Tiger Rune

Description

Double the power of unit's next attack.

Details

Effect: Double power of next attack.
 Special notes: Cannot redouble
 Enemy/ally distinction: No
 Casting time: Instantaneous

Sneak Curtain

Requisites

White Tiger Rune

Description

Increase PDF by 50% until unit's next turn.

Details

Effect: +50% PDF until unit's next turn
 Special notes: Counterattack skill doesn't work
 Enemy/ally distinction: No
 Casting time: Instantaneous

Fire Shot

Requisites

White Tiger Rune

Description

Deal 2.0 x normal damage to units within range.

Details

Effect: Power 2.0 x normal
 Special notes: User becomes unbalanced
 Enemy/ally distinction: No
 Casting time: Instantaneous

Sword of Rage

Requisites

Rage Sword Rune

Description

Enter magic fire sword state after enemy attack.

Details

Effect: Added damage from Magic, elem. to Fire
 Special notes: User enters magic sword state
 Enemy/ally distinction: No
 Casting time: Instantaneous

Flowing Sword

Requisites

Flowing Sword Rune

Description

Enter magic water sword state after enemy attack.

Details

Effect: Added damage from Magic, elem. to water
 Special notes: User enters magic sword state
 Enemy/ally distinction: No
 Casting time: Instantaneous

Cyclone Sword

Requisites

Cyclone Sword Rune

Description

Enter magic wind sword state after enemy attack.

Details

Effect: Added damage from Magic, elem. to wind
 Special notes: User enters magic sword state
 Enemy/ally distinction: No
 Casting time: Instantaneous

Sword of Thunder

Requisites

Thunder Sword Rune

Description

Enter magic lightning sword state after enemy attack.

Details

Effect: Added damage from Magic, elem. to lightning
 Special notes: User enters magic sword state
 Enemy/ally distinction: No
 Casting time: Instantaneous

Mother Earth Sword

Requisites

Mother Earth Rune

Description

Enter magic earth sword state after enemy attack.

Details

Effect: Added damage from Magic, elem. to earth
 Special notes: User enters magic sword state
 Enemy/ally distinction: No
 Casting time: Instantaneous

Rush

Requisites

Kangacorn Rune

Description

Impale one enemy for 2.0 x normal damage.

Details

Effect: Power 2.0 x normal, impale 1 enemy
 Special notes: 20% damage to user
 Enemy/ally distinction: No
 Casting time: Instantaneous

Kangacorn Spirit

Requisites

Kangacorn Rune

Description

Cause temporary berserk, increased PDF/MDF.

Details

Effect: Berserk, PDF/MDF up
 Special notes: None
 Enemy/ally distinction: No
 Casting time: Instantaneous

Wind Blade

Requisites

Giant Owl Rune

Description

Deal 0.5 x normal damage to units within range.

Details

Effect: Power 0.5 x normal
 Special notes: None
 Enemy/ally distinction: No
 Casting time: Instantaneous

Owl Heart

Requisites

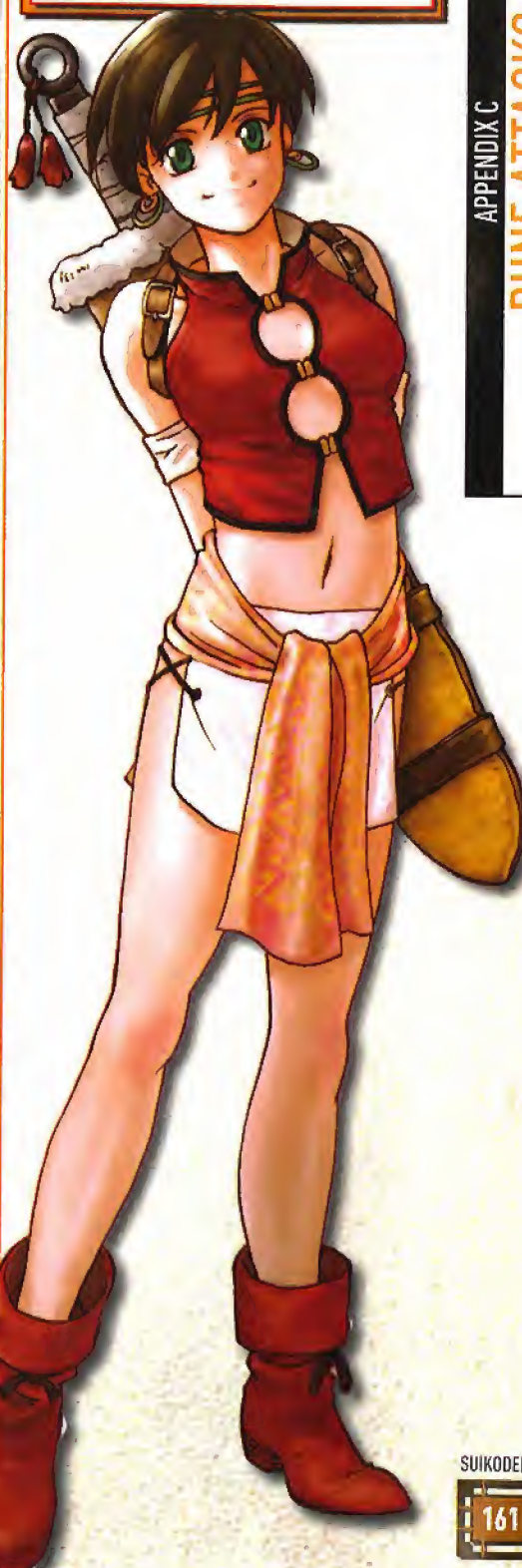
Giant Owl Rune

Description

Cause temporary berserk, increased accuracy/dodging.

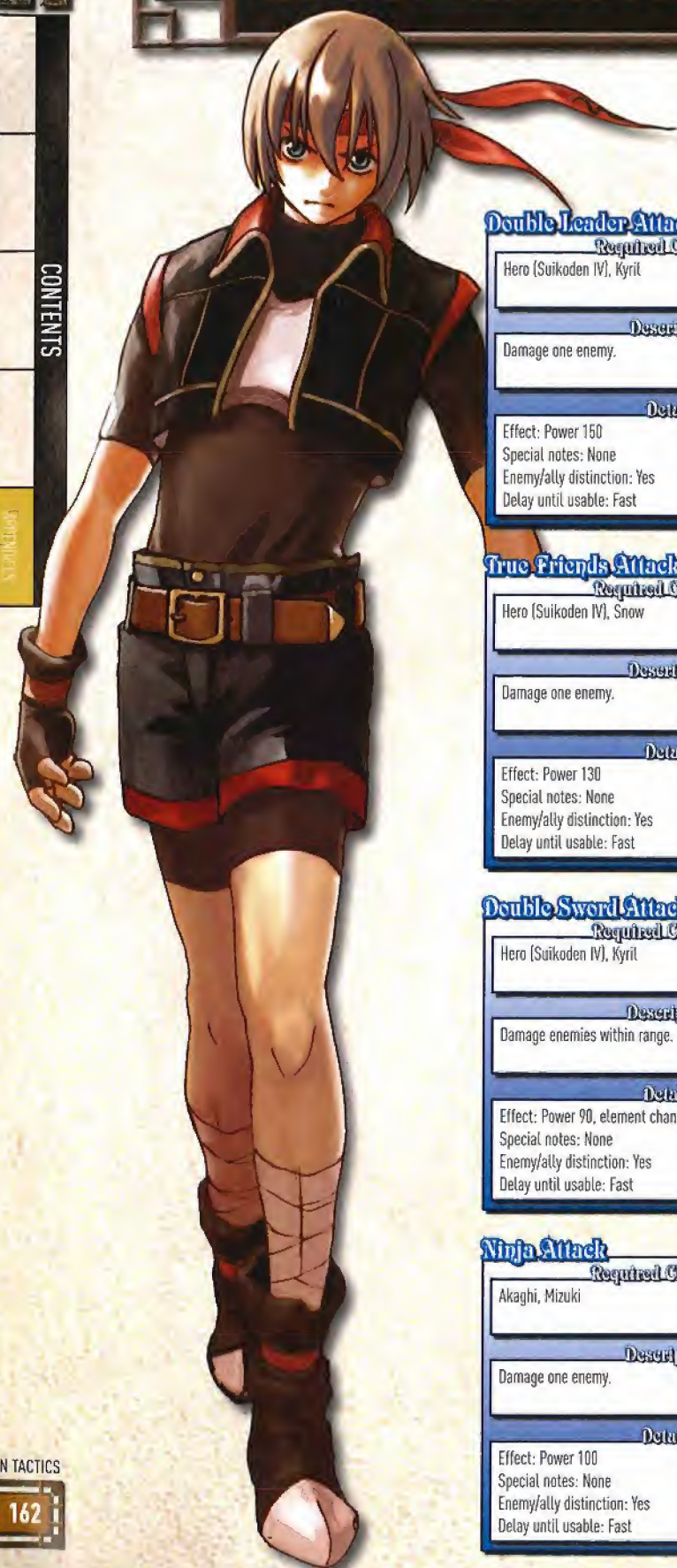
Details

Effect: Berserk, accuracy/dodging up
 Special notes: None
 Enemy/ally distinction: No
 Casting time: Instantaneous



Appendix D

COOPERATIVE ATTACKS



Double Leader Attack

Required Characters
Hero (Suikoden IV), Kyril
Description
Damage one enemy.
Details
Effect: Power 150 Special notes: None Enemy/ally distinction: Yes Delay until usable: Fast

True Friends Attack

Required Characters
Hero (Suikoden IV), Snow
Description
Damage one enemy.
Details
Effect: Power 130 Special notes: None Enemy/ally distinction: Yes Delay until usable: Fast

Double Sword Attack

Required Characters
Hero (Suikoden IV), Kyril
Description
Damage enemies within range.
Details
Effect: Power 90, element change to wind Special notes: None Enemy/ally distinction: Yes Delay until usable: Fast

Ninja Attack

Required Characters
Akaghi, Mizuki
Description
Damage one enemy.
Details
Effect: Power 100 Special notes: None Enemy/ally distinction: Yes Delay until usable: Fast

Pirate Attack

Required Characters
Harvey, Sigurd
Description
Damage one enemy.
Details
Effect: Power 120 Special notes: Harvey in front, Sigurd in back Enemy/ally distinction: Yes Delay until usable: Fast

Family Attack

Required Characters
Lino En Kuldes, Flare
Description
Damage one enemy.
Details
Effect: Power 100 Special notes: Lino in front, Flare in back Enemy/ally distinction: Yes Delay until usable: Fast

Eschort Attack

Required Characters
Seneca, Andarc
Description
Damage enemies within range.
Details
Effect: Power 100 Special notes: None Enemy/ally distinction: Yes Delay until usable: Fast

Princess Attack

Required Characters
Flare, Corselia
Description
Damage enemies within range.
Details
Effect: Power 100 Special notes: None Enemy/ally distinction: Yes Delay until usable: Fast

Pirate Family Attack

Required Characters
Dario, Nalleo
Description
Damage enemies within range.
Details
Effect: Power 100 Special notes: None Enemy/ally distinction: Yes Delay until usable: Fast

Love Love Attack

Required Characters
Reinbach, Charlemagne
Description
Damage enemies within range.
Details
Effect: Power 100 Special notes: None Enemy/ally distinction: Yes Delay until usable: Fast

Sister Attack

Required Characters
Ornela, Busk
Description
Damage enemies within range.
Details
Effect: Power 100 Special notes: None Enemy/ally distinction: Yes Delay until usable: Fast

New Knight Attack

Required Characters
Keneth, Katarina
Description
Damage enemies within range.
Details
Effect: Power 100 Special notes: Keneth in front, Katarina in back Enemy/ally distinction: Yes Delay until usable: Fast

Ice Crush Attack

Required Characters
Kyril, Corselia
Description
Damage one enemy.
Details
Effect: Power 100 Special notes: Kyril in front, Corselia in back Enemy/ally distinction: Yes Delay until usable: Fast

Mounted Troop Attack

Required Characters
Any three characters on Kangacorns
Description
Damage enemies within range.
Details
Effect: Power 100 Special notes: None Enemy/ally distinction: Yes Delay until usable: Medium

Flying Troop Attack

Required Characters
Any three characters on Giant Owls
Description
Damage enemies within range.
Details
Effect: Power 100 Special notes: None Enemy/ally distinction: Yes Delay until usable: Medium

Adonis Attack

Required Characters
Coop, Andarc, Roget
Description
Damage enemies within range.
Details
Effect: Power 100 Special notes: Centered on Coop Enemy/ally distinction: Yes Delay until usable: Medium

Allure Attack

Required Characters
Kika, Jeane, Ornela
Description
Damage enemies within range.
Details
Effect: Power 100 Special notes: None Enemy/ally distinction: Yes Delay until usable: Medium

Nymph Attack

Required Characters
Rita, Millay, Corselia
Description
Damage enemies within range.
Details
Effect: Power 100 Special notes: None Enemy/ally distinction: Yes Delay until usable: Medium

New Ninja Attack

Required Characters
Akaghi, Mizuki, Kate
Description
Damage enemies within range.
Details
Effect: Power 100 Special notes: None Enemy/ally distinction: Yes Delay until usable: Medium

Meow Attack

Required Characters
Noah, Nalkul, Champo
Description
Damage enemies within range and steal items from them.
Details
Effect: Power 100, 100% item steal, bucket Special notes: None Enemy/ally distinction: Yes Delay until usable: Medium

Barrage Attack

Required Characters
Flare, Frederica, Seneca
Description
Damage enemies within range.
Details
Effect: Power 100 Special notes: None Enemy/ally distinction: Yes Delay until usable: Medium

Spear Attack

Required Characters
Lino En Kuldes, Rachel, Eugene
Description
Damage enemies within range.
Details
Effect: Power 100 Special notes: None Enemy/ally distinction: Yes Delay until usable: Medium

Intolerable Attack

Required Characters
Mitsuba, Jeremy, Reinhold
Description
Damage enemies within range.
Details
Effect: Power 100 Special notes: Centered on Mitsuba Enemy/ally distinction: Yes Delay until usable: Medium



TACTICS

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Giant Sword Attack**Required Characters**

Axel, Mitsuba, Selma

Description

Damage enemies within range.

Details

Effect: Power 100
 Special notes: None
 Enemy/ally distinction: Yes
 Delay until usable: Medium

Obel Soldier Attack**Required Characters**

Milla, Jeremy, Trishna

Description

Damage enemies within range.

Details

Effect: Power 100
 Special notes: None
 Enemy/ally distinction: Yes
 Delay until usable: Medium

Flame Array**Required Characters**

Jeane, Katarina

Description

Damage enemies within range.

Details

Effect: Power 100
 Special notes: None
 Enemy/ally distinction: Yes
 Delay until usable: Fast

Dying Wish Attack**Required Characters**

Kyril, Andarc, Seneca

Description

Damage enemies within range.

Details

Effect: Power 100
 Special notes: Centered on Kyril
 Enemy/ally distinction: Yes
 Delay until usable: Medium

Thunder God**Required Characters**

Maxine, Simeon

Description

Damage one enemy, heal allies on lightning and water.

Details

Effect: Power 100, stun
 Special notes: Allies on lightning or water healed
 Enemy/ally distinction: Yes
 Delay until usable: Fast

Old Knight Attack**Required Characters**

Tal, Paula, Kenneth, Jewel

Description

Damage enemies within range.

Details

Effect: Power 100, element change to water
 Special notes: None
 Enemy/ally distinction: Yes
 Delay until usable: Medium

Fierce Wind Fangs**Required Characters**

Simeon, Pablo

Description

Damage enemies within range.

Details

Effect: Power 100
 Special notes: None
 Enemy/ally distinction: Yes
 Delay until usable: Fast

Pirate Band Attack**Required Characters**

Sigurd, Herve, Dario, Nalleo

Description

Damage enemies within range.

Details

Effect: Power 100
 Special notes: None
 Enemy/ally distinction: Yes
 Delay until usable: Slow

Water Dragon**Required Characters**

Maxine, Roget

Description

Damage enemies within range.

Details

Effect: Power 100
 Special notes: None
 Enemy/ally distinction: Yes
 Delay until usable: Fast

Sorcerer Attack**Required Characters**

Simeon, Roget, Jeane, Maxine

Description

Damage enemies within range.

Details

Effect: Power 100
 Special notes: None
 Enemy/ally distinction: Yes
 Delay until usable: Slow

Scorched Earth**Required Characters**

Katarina, Pablo

Description

Damage enemies within range.

Details

Effect: Power 100
 Special notes: None
 Enemy/ally distinction: Yes
 Delay until usable: Fast

Appendix E**BESTIARY****Ancient Crab**

Move 4 Jump 1

Attack Power
 at Level 50
 130

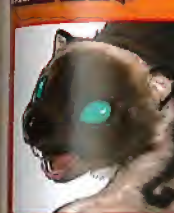
HP	STR	SKILL	MAGIC	EVA	PDF	MDF	SPEED	LUCK
██████████	██████████	██████████	██████████	██████████	██████████	██████████	██████████	██████████

Drops Items

Item	%
Giant Crab Shell	30

Steal Items

Item	%
Giant Crab Shell	70

Black Rodent

Move 6 Jump 3

Attack Power
 at Level 50
 90

HP	STR	SKILL	MAGIC	EVA	PDF	MDF	SPEED	LUCK
██████████	██████████	██████████	██████████	██████████	██████████	██████████	██████████	██████████

Drops Items

Item	%
Needle	10

Steal Items

Item	%
Needle	30

Blue Mercenary

Move 5 Jump 1

Attack Power
 at Level 50
 105

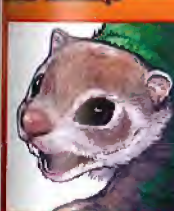
HP	STR	SKILL	MAGIC	EVA	PDF	MDF	SPEED	LUCK
██████████	██████████	██████████	██████████	██████████	██████████	██████████	██████████	██████████

Drops Items

Item	%
Unicorn Orb	10

Steal Items

Item	%
Unicorn Orb	30

Blue Rodent

Move 6 Jump 3

Attack Power
 at Level 50
 90

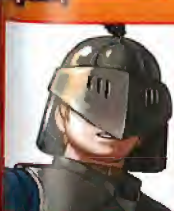
HP	STR	SKILL	MAGIC	EVA	PDF	MDF	SPEED	LUCK
██████████	██████████	██████████	██████████	██████████	██████████	██████████	██████████	██████████

Drops Items

Item	%
Needle	10

Steal Items

Item	%
Needle	30

Captain

Move 6 Jump 2

Attack Power
 at Level 50
 110

HP	STR	SKILL	MAGIC	EVA	PDF	MDF	SPEED	LUCK
██████████	██████████	██████████	██████████	██████████	██████████	██████████	██████████	██████████

Drops Items

Item	%
Crabmeat	10

Steal Items

Item	%
Crabmeat	50

Cyclone Dragon

Move 5 Jump 4

Attack Power
 at Level 50
 200

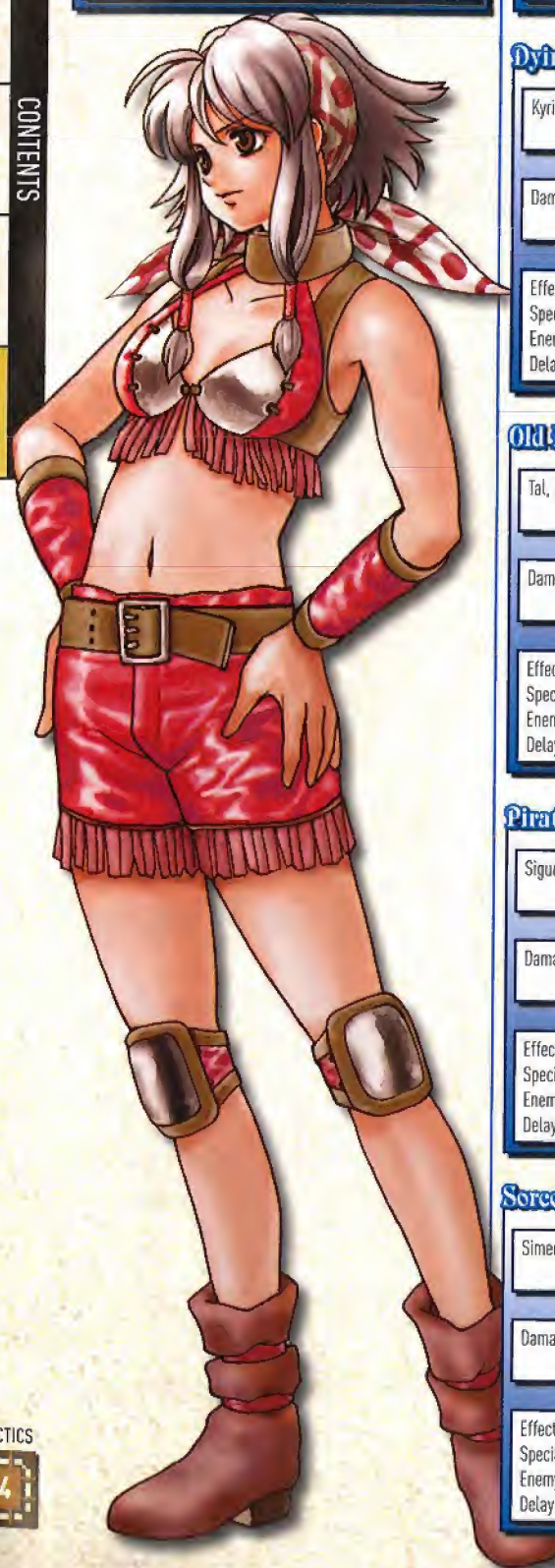
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██████████	██████████	██████████	██████████	██████████	██████████	██████████	██████████	██████████

Drops Items

Item	%
Cyclone Orb	30
Dragon Fin	50
Dragon Scale	50
Cyclone Dragon Meat	50

Steal Items

Item	%
Wind Force Mirror	100



APPENDIX E

BESTIARY



TACTICS

WALL THROUGH

GUILD QUESTS

CHARACTER

APPENDIX

CONTENTS

SUIKODEN TACTICS

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Furball



Move 4 Jump 2

Attack Power
at Level 50
70

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Furball Pelt	40

Steal Items	
Item	%
Furball Pelt	100

Giant Bat



Move 6 Jump 4

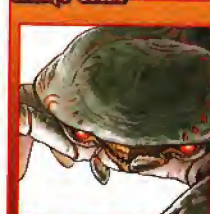
Attack Power
at Level 50
90

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%

Steal Items	
Item	%

Giant Crab



Move 4 Jump 1

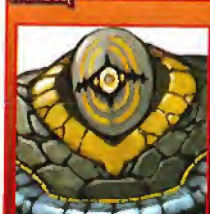
Attack Power
at Level 50
100

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Giant Crab Shell	10

Steal Items	
Item	%
Giant Crab Shell	50

Golem



Move 4 Jump 1

Attack Power
at Level 50
210

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Platinum	10
Diamond	10

Steal Items	
Item	%
Platinum	50
Diamond	50

Horned Behemoth



Move 4 Jump 2

Attack Power
at Level 50
140

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Horned Behemoth Tail	30

Steal Items	
Item	%
Horned Behemoth Tail	70

Rik. Bowman



Move 5 Jump 2

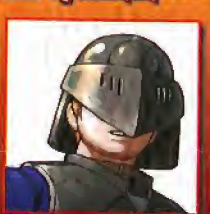
Attack Power
at Level 50
100

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Mega Medicine	8

Steal Items	
Item	%
Mega Medicine	70

Rik. Spearman



Move 5 Jump 1

Attack Power
at Level 50
100

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Mega Medicine	8

Steal Items	
Item	%
Mega Medicine	70

Rik. Staff-wielder



Move 4 Jump 1

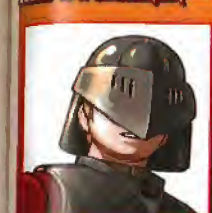
Attack Power
at Level 50
70

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Mega Medicine	8

Steal Items	
Item	%
Mega Medicine	70

Rik. Swordsman



Move 5 Jump 1

Attack Power
at Level 50
100

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Mega Medicine	8

Steal Items	
Item	%
Mega Medicine	70

Lightning Elemental



Move 6 Jump 4

Attack Power
at Level 50
0

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Lightning Spirit Frag.	8

Steal Items	
Item	%
Lightning Spirit Frag.	50

Lightning Spirit



Move 5 Jump 2

Attack Power
at Level 50
160

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Lightning Spirit Frag.	20

Steal Items	
Item	%
Lightning Spirit Frag.	70

M. Earth Dragon



Move 5 Jump 4

Attack Power
at Level 50
200

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Mother Earth Orb	30
Dragon Fin	50
Dragon Scale	50
M. Earth Dragon Meat	50

Steal Items	
Item	%
Earth Force Mirror	100

Mercenary Leader



Move 4 Jump 1

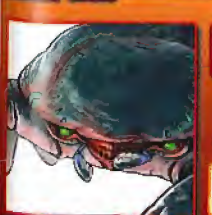
Attack Power
at Level 50
70

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Fire Orb	10

Steal Items	
Item	%
Fire Orb	60

Metal Crab



Move 4 Jump 1

Attack Power
at Level 50
100

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Giant Crab Shell	40

Steal Items	
Item	%
Giant Crab Shell	90

APPENDIX
BESTIARY

SUIKODEN TACTICS

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TACTICS

WALKTHROUGH

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SUIKODEN TACTICS

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Officer



Move **6** Jump **2**

Attack Power
at Level 50
110

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Crabmeat	10

Steal Items	
Item	%
Crabmeat	50

Ogre Frog



Move **4** Jump **1**

Attack Power
at Level 50
110

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Frog Skin	15

Steal Items	
Item	%
Frog Skin	50

Ostrich Lady



Move **7** Jump **2**

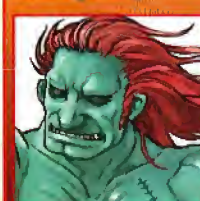
Attack Power
at Level 50
100

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Giant Bird Feather	20
Ostrich Egg	20

Steal Items	
Item	%
Ostrich Egg	50

Ostrich Man



Move **7** Jump **2**

Attack Power
at Level 50
100

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Giant Bird Feather	20

Steal Items	
Item	%
Giant Bird Feather	50

Pat. Bowman



Move **5** Jump **2**

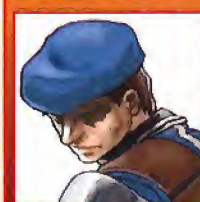
Attack Power
at Level 50
100

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Mega Medicine	8

Steal Items	
Item	%
Mega Medicine	70

Pat. Spearman



Move **5** Jump **1**

Attack Power
at Level 50
100

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Mega Medicine	8

Steal Items	
Item	%
Mega Medicine	70

Pat. Staff-wielder



Move **4** Jump **1**

Attack Power
at Level 50
70

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Mega Medicine	8

Steal Items	
Item	%
Mega Medicine	70

Pat. Swordsman



Move **5** Jump **1**

Attack Power
at Level 50
100

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Mega Medicine	8

Steal Items	
Item	%
Mega Medicine	70

Pirate (Axe)



Move **5** Jump **1**

Attack Power
at Level 50
100

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Meat Bun	10

Steal Items	
Item	%
Meat Bun	50

Pirate (Bow)



Move **5** Jump **2**

Attack Power
at Level 50
100

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Meat Bun	10

Steal Items	
Item	%
Meat Bun	50

Pirate (Spear)



Move **5** Jump **1**

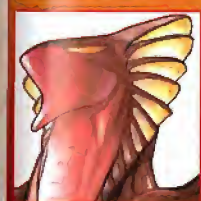
Attack Power
at Level 50
100

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Meat Bun	10

Steal Items	
Item	%
Meat Bun	50

Rage Dragon



Move **5** Jump **4**

Attack Power
at Level 50
200

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Rage Orb	30
Dragon Fin	50
Dragon Scale	50
Rage Dragon Meat	50

Steal Items	
Item	%
Flame Force Mirror	100

Red Mercenary



Move **5** Jump **1**

Attack Power
at Level 50
110

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Viper Orb	10

Steal Items	
Item	%
Viper Orb	30

Red Rodent



Move **6** Jump **3**

Attack Power
at Level 50
90

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Needle	10

Steal Items	
Item	%
Needle	30



APPENDIX E

BESTIARY

SUIKODEN TACTICS

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TACTICS

WALKTHROUGH

GUILD QUESTS

CHARACTERS

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Rune Cannon v.1



Move 0 Jump 1

Attack Power
at Level 50
100

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%

Steal Items	
Item	%

Rune Cannon v.2



Move 0 Jump 1

Attack Power
at Level 50
100

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%

Steal Items	
Item	%

Savage Frog



Move 4 Jump 1

Attack Power
at Level 50
110

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Frog Skin	30
Berserker Belt	10

Steal Items	
Item	%
Frog Skin	100

Savage Sprout



Move 4 Jump 1

Attack Power
at Level 50
100

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Savage Sprout Flower	15
Savage Sprout Root	20
Savage Sprout Seeds	20

Steal Items	
Item	%
Savage Sprout Flower	30
Savage Sprout Root	30

Skeleton (Bow)



Move 4 Jump 1

Attack Power
at Level 50
160

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%

Steal Items	
Item	%

Skeleton (Fists)



Move 6 Jump 1

Attack Power
at Level 50
180

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%

Steal Items	
Item	%

Skeleton (Sword)



Move 5 Jump 1

Attack Power
at Level 50
160

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

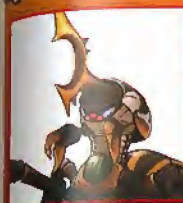
Drops Items	
Item	%

Steal Items	
Item	%

SUIKODEN TACTICS

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Spider-Beetle



Move 6 Jump 1

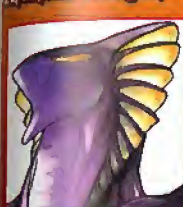
Attack Power
at Level 50
160

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Diamond	20

Steal Items	
Item	%
Diamond	70

Thunder-Dragon



Move 5 Jump 4

Attack Power
at Level 50
200

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Thunder Orb	30
Dragon Fin	50
Dragon Scale	50
Thunder Dragon Meat	50

Steal Items	
Item	%
Light Force Mirror	100

Water Elemental



Move 6 Jump 4

Attack Power
at Level 50
0

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Water Spirit Frag	10

Steal Items	
Item	%
Water Spirit Frag	50

Water Spirit



Move 5 Jump 2

Attack Power
at Level 50
160

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Water Spirit Frag	20

Steal Items	
Item	%
Water Spirit Frag	70

Wind Elemental



Move 6 Jump 4

Attack Power
at Level 50
0

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Wind Spirit Frag.	10

Steal Items	
Item	%
Wind Spirit Frag.	50

Wind Spirit



Move 5 Jump 2

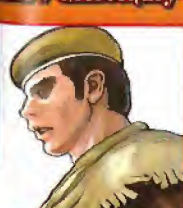
Attack Power
at Level 50
160

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Wind Spirit Frag.	20

Steal Items	
Item	%
Wind Spirit Frag.	70

Yellow Mercenary



Move 5 Jump 2

Attack Power
at Level 50
100

Stats	
HP	
STR	
SKILL	
MAGIC	
EVA	
PDF	
MDF	
SPEED	
LUCK	

Drops Items	
Item	%
Hawk Orb	10

Steal Items	
Item	%
Hawk Orb	30

SUIKODEN TACTICS

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APPENDIX
BESTIARY



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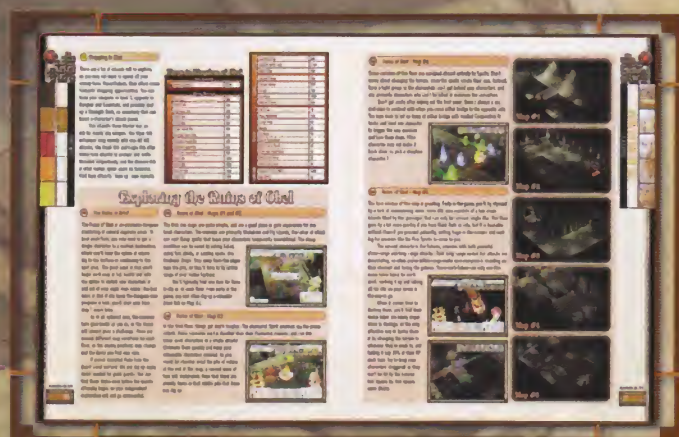
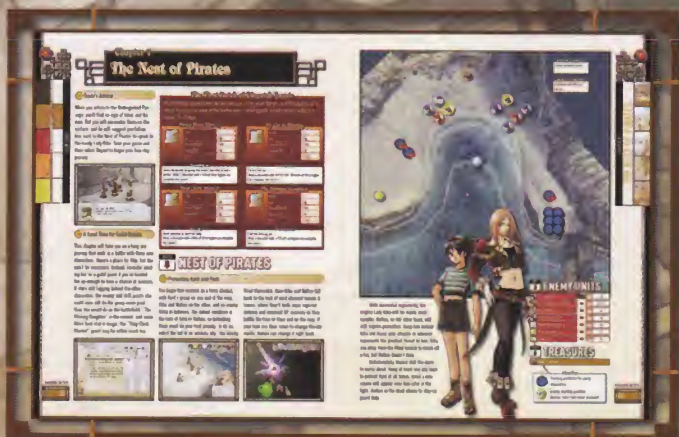
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